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ABSTRACT

The theme of the 1990 Texas Reading Club, "The Secret Code is READ," allows librarians to use a wide variety of topics dealing with mystery, intrigue, and the unexplained in programming, displays, and reading suggestions. Through the Texas Reading Club, students in grades 2-9 meet real-life and fictional detectives, spies, cops, and criminals. They can also investigate detection techniques and the science of crime solving. The flexibility of the program allows teachers to decide what aspects of the theme to use and which to ignore. Librarians are encouraged to involve their school districts, other staff members, and volunteers in planning and promoting the program. They are discouraged from embarrassing children by rating their reading skills, criticizing their taste in books, or appearing to doubt their honesty about whether they have read their books. This guide provides ideas for activities, crafts, bulletin boards, speakers, and book and film materials related to the theme. An annotated bibliography provides 352 titles on the subjects mentioned in the guide which schools may already own; a 40-item filmography is also provided. The guide also lists commercial suppliers of materials for this program, children's specialty bookstores in Texas, speakers and storytellers, and organizations to contact for additional information. (SD)

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The Secret Code Is ... R.E.A.D.:

a program guide for the Texas Reading Club 1990

Written by Jeanette Larson

Drawings by James W. Larson

Clip Art by Ed Aiken and Malcolm Wadland

Sponsored by
Library Development Division
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1990

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Austin, Texas
1990

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THE TEXAS READING CLUB: AN INTRODUCTION

Welcome to the 1990 Texas Reading Club. This year's theme, "The Secret Code is R*E*A*D" allows you to use a wide variety of topics dealing with mystery, intrigue, and the unexplained in programming, displays, and reading suggestions. Through the Texas Reading Club, participants will meet real-life and fictional detectives, spies, cops, and criminals. They can also investigate detection techniques and the science of crime solving. *You* are the key to your Reading Club's success. *You* decide what aspects of the theme to use and which to ignore. This program guide is designed to provide you with ideas for activities, crafts, bulletin boards, speakers, and book and film materials related to the theme. Many mystery writers write in series so, if your library doesn't own a specific title and you don't want to or can't add to your collection, substitute another title from the series. Also, allow the titles mentioned in the bibliography to suggest other titles on the same subject which may already be in your collection.

Another Texas State Library publication, A LIBRARIAN'S PLANNING HANDBOOK FOR THE TEXAS READING CLUB, provides guidance for the administration of a reading club with detailed instructions on planning, scheduling, budgeting, and presenting a reading club. A LIBRARIAN'S PLANNING GUIDE FOR A READ-TO-ME CLUB, also available from the Texas State Library, offers ideas for working with pre-reader's.

Save every year's program guide--many ideas can be reused or will provide a springboard for new ideas. Often a successful craft from a previous year can be adapted to the current theme.

Remember that the purpose of the reading club is to encourage children to read for pleasure and to promote library usage. Try to keep rules to a minimum and be flexible. Do not embarrass a child by rating his reading skills, criticize the child's taste or choice of books, or appear to doubt the child's honesty about whether he or she has read a book. Involve your school district in planning and promoting the program and be sure to involve other staff members and volunteers.

PROGRAM IDEAS AND CRAFTS

All crafts should be practiced prior to executing them with a group. It is important that the group leader and all assistants be familiar with all steps. Prior practice will also allow you to spot areas which might present problems for younger or less able children. Most craft activities are geared to children in grades 2-6 but can be adapted (generally by preparing some materials in advance or having extra assistance) for younger children. Feel free to change, adapt, or combine ideas. *This is your Reading Club!*

Use volunteers, especially teenagers, as assistants in your programs. Extra hands are almost always helpful and you will be involving young adults, who might otherwise not feel comfortable in the library, in your program. Most activities use "scrap" materials or are low cost, readily available items. Patterns are provided if a specific pattern is needed; otherwise any available pattern can be used.

Combine a craft with a speaker or movie, read portions of a book or tell a short story, or use a party theme by playing a game, using music, and serving refreshments. Vary your programming and keep extra ideas in mind to fine tune your program to the mood and age of your audience. Jokes and poetry are included to use as ice-breakers, transitions, and filler. Whenever possible, display books which relate to your program or its theme.

TO COUNT, OR NOT TO COUNT (BOOKS)

Many librarians are concerned that by emphasizing the number of books children read in the Reading Club we are focusing on quantity of books rather than the quality of the literature and the joy of reading. Also, beginning readers, who may have a more difficult time reading alone, and older readers, who have to read longer books, are at a disadvantage. Some alternatives to counting can be used with minimal administrative problems.

SET GOALS:

Set goals by reading levels so that different grades read different numbers of books to receive recognitions. Irving Public Library divides club members into two groups; Level I is considered to be books on approximately K-3rd grade level, and the reader receives recognition after completing 10, 15, and 50 books. Level II is considered to be books on approximately the 4th-8th grade level and readers in this category earn recognitions after 5, 10, and 25 books. This system recognizes that "easy" readers are read more quickly than lengthier junior novels.

COUNT TIME:

Count time spent reading. Mesquite Public Library adapted this idea and distributes "time sheets." Children check off reading time in 10 minute intervals, turning in time sheets every five hours. Coupons for treats from local businesses are given after every five hours with certificates earned after 10 and 25 hours. While 10 hours may sound like a lot, that figure equals less than 15 minutes a day of reading over an eight week program. This system also allows every child, regardless of reading ability, to participate equally and removes the emphasis from length of the book, putting the importance back on reading enjoyment.

POINTS FOR TYPE OF BOOK:

Indianapolis-Marion County Public Library (Indiana) assigns points for various types of books (i.e. 5 points for Easy Readers; 10 points for Fiction; 20 points for a "critically acclaimed" book). Prizes are awarded based on points accumulated. Round Rock I.S.D. developed a "Library Olympics," assigning points for reading three books by the same author, reading a book from various Dewey areas, reading a biography, reading a classic, etc.

CONTRACTS:

Set up an individual contract with each child. The child sets his or her own goal for recognitions. This can be a time consuming task but gives the child a more active role in the program.

CALENDAR OF MYSTERIOUS EVENTS

Use some of these occasions as the focal point for programming, bulletin boards, bibliographies, or book displays. Many events are sponsored by a special interest group. Check Chase's Calendar of Events or The Encyclopedia of Associations for additional information. If your programming takes place at a different time of the year, don't be constricted by the calendar! Celebrate Sherlock Holmes Birthday in July if that suits your plans (he won't object).

Jan 6	Sherlock Holmes' Birthday
Jan 8	Wilkie Collins Birthday (1824)
Jan 12	Agatha Christie's Death (1976)
Jan 19	Edgar Allan Poe's Birthday (1809)
Feb 12-18	National Crime Prevention Week
Feb 12	Safetypup's Birthday (Nat'l Child Safety Council)
Mar 9	Mickey Spillane's Birthday (1918)
Mar 24	Harry Houdini's Birthday (1874)
April 18	First Crossword Puzzle (1924)
April 18	Clarence Darrow's Birthday (1857)
April 22	National Library Week
April 27	Samuel F. Morse's Birthday (1791)
May 1	Francis Gary Powers shot down flying U-2 (1960)
May 1	Law Day (Presidential Proclamation)
May 10	Edward Stratemeyer's Death (1930)
May 13-19	National Police Week
May 22	Sir Arthur Conan Doyle's Birthday (1859)
May 24	First Morse Code message 1884
May 25	National Missing Children's Day
June 5	O. Henry's Death (1910)

June 10	F. Lee Bailey's Birthday (1933)
June 13	Miranda Decision Anniversary (1966)
June 14	Univac (Computer) Birthday (1951)
June 22	Department of Justice established (1870)
June 24	National Fink Day
July 1	Allan Pinkerton's Death (1884)
July 7	Sir Arthur Conan Doyle's Death (1930)
July 17	Erle Stanley Gardner's Birthday (1889)
July 22	John Dillenger's Death (1934) Public Enemy No.1
July 27	Telegraph Cable laid across Atlantic Ocean (1866)
July 29	Melvin Belli's Birthday (1907)
Aug 1	Anniversary of U.S. Customs (1789)
Aug 4	Lizzie Borden Liberation Day
Aug 6	Judge Crater's Disappearance 1930
Aug 7	Mata Hari's Birthday (1876)
Aug 13	Alfred Hitchock's Birthday (1899)
Aug 18	Virginia Dare born at Roanoke Island (1587)
Aug 25	Allan Pinkerton's Birthday (1819)
Sept 11	O.Henry's Birthday (1862)
Sept 13	Blame Someone Else Day
Sept 15	Agatha Christie's Birthday (1890)
Sept 23	Wilkie Collins Death (1889)
Sept 30	Ask a "Stupid" Question Day
Oct 4	Edward Stratemeyer's Birthday (1862)
Oct 7	Edgar Allan Poe's Death (1849)
Oct 25-31	National Magic Week
Oct 31	Harry Houdini's Death (1926)

Nov 12	Children's Book Week
Nov 12	Marjorie Sharmat's Birthday (1928)
Nov 25	D. B. Cooper Hijacking Anniversary (1971)
Dec 10	Melvil Dewey's Birthday (1851)

WEEK ONE
MAKE MINE A MYSTERY

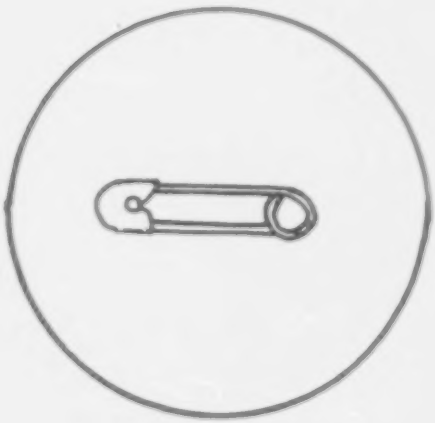
Mysteries have intrigued us since the beginning of time but it wasn't until 1841, with the publication of Edgar Allan Poe's *The Murders in the Rue Morgue*, that readers were able to enjoy the literary tales of fictional detectives.

MYSTERY TOUR

Kick off your reading club activities with a mystery tour of the library. Brooklyn (New York) Public Library prepared a set of questions which were distributed to all participants. Children used books in the library to find clues which enabled them to solve the mystery. You could also prepare a scavenger hunt list which would take children to different areas of the library (ex. Find a roll of microfilm; Pick up an application for a library card).

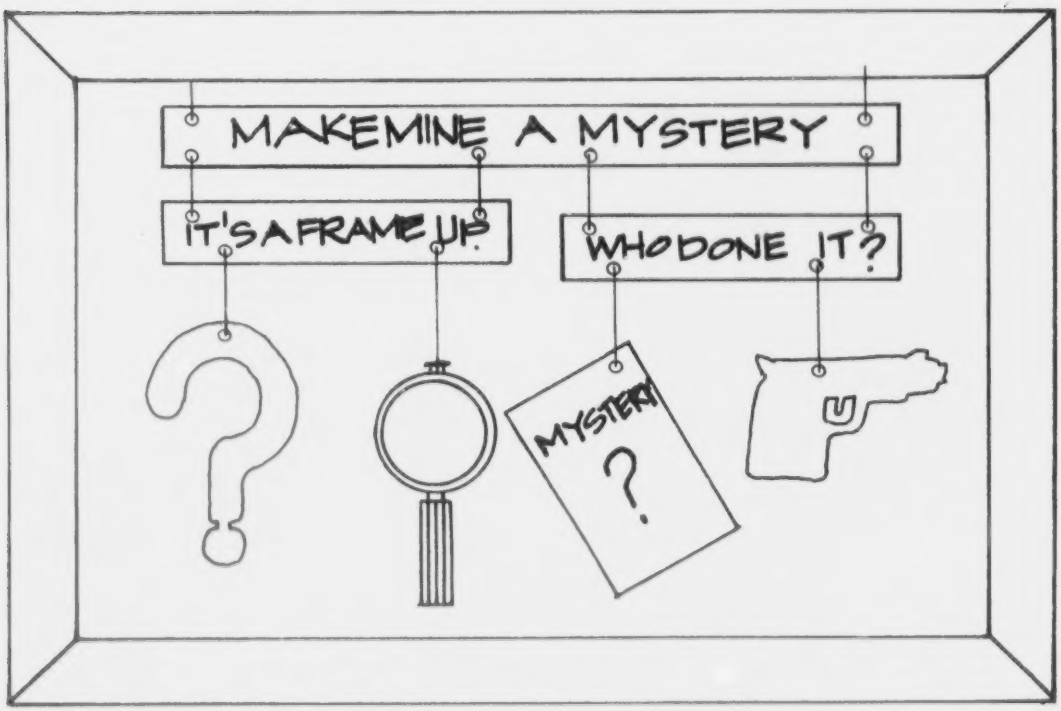
BUTTONS

Copy enough button patterns for each child. Cut out the button. Press between clear Contact paper or other laminating film. Trim closely. Glue or staple a safety pin or commercially available pinback on the back of the button. (Volunteers could prepare buttons ahead of time to give to Reading Club members.)

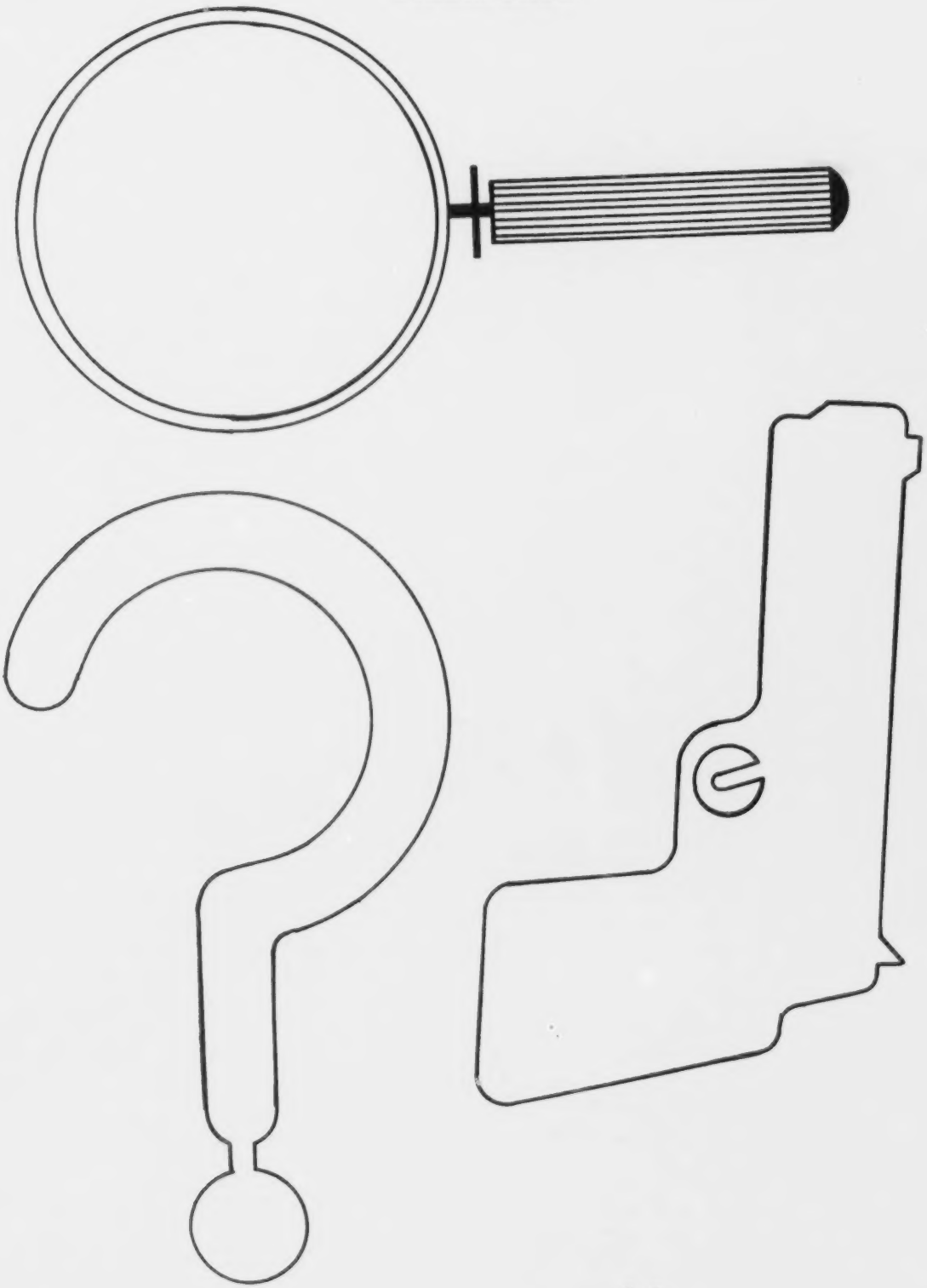


BULLETIN BOARD

Use a large, inexpensive picture frame as a border for clues to good mysteries. Hang the frame on your bulletin board. (Alternatively, use commercially available boarder paper to "frame" your bulletin board). Reproduce the gun, question mark, and magnifying glass as many times as needed to spotlight good mysteries. Tack the items inside the frame. (Source for this idea: Tyler Public Library)



BULLETIN BOARD



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WHAT'S MY LINE

Invite mystery guests to your programs. Select four or five children to act as investigators, asking questions to determine the guests occupation. Questions should be able to be answered "yes" or "no." First player to guess correctly wins.

POISON SEAT GAME

Set out enough seats for each player. Designate one seat as "poison." Players must exchange seats while music plays. Use recorded music or, if talent is available, a piano. "Mack the Knife," "Theme from the Third Man," or "Death March of the Marionettes" (also known as the theme for *Alfred Hitchock Presents*. Recording, #7043H, available from Musical Heritage Society, 1710 Highway 35, Ocean, NJ 07712.) are particularly appropriate. A player forced to sit in the poison seat is poisoned and must sit out. Remove one chair and continue until only one player is left.

MYSTERY WRITING CONTEST

Encourage children to write their own mysteries. Help them along by listing potential characters (a fortune teller, a shopkeeper, a policeman), settings (an animal sanctuary, a hospital, a school), and a problem (someone dies, money is missing, shots are fired). Let them put the pieces together and come up with a solution. Ask local dignitaries, the editor of the local newspaper, or local "celebrities" to judge the entries. Publish the winning tales for distribution in the library and give mystery paperbacks as prizes. All participants might be given tiny magnifying glasses available at carnival supply stores or "I'm a Mystery Writer" pencils available from novelty item companies.

EDGAR ALLAN POE AWARDS

The *"Edgar"* is given each year by the Mystery Writers of America for the best juvenile mystery of the year. Awards are also given in several other categories. Display some of the past winners (listed below) and then allow children to prepare and present their own awards. Use ribbons or the trophy pattern from Week Four.

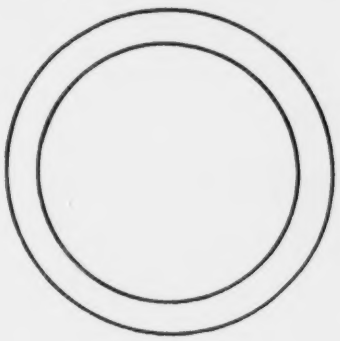
EDGAR ALLEN POE AWARD WINNERS--JUVENILE FICTION

1962 MYSTERY OF THE HAUNTED POOL by Phyllis Whitney
1963 PHANTOM OF WALKAWAY HILL by Edward Fenton
1964 CUTLASS ISLAND by Scott Corbett
1965 MYSTERY OF THE HIDDEN HAND by Phyllis Whitney
1966 MYSTERY AT CRANE'S LANDING by Marcella Thum
1967 MYSTERY AT 22 EAST by Leon Ware
1968 SINDBAD AND ME by Kin Platt
1969 SIGNPOST TO TERROR by Gretchen Sprague
1970 HOUSE OF DIES DREAR by Virginia Hamilton
1971 DANGER AT BLACK DYKE by Winifred Finlay
1972 THE INTRUDER by John Rowe Townsend
1973 NIGHT FALL by Joan Aiken
1974 DEATHWATCH by Robb White
1975 LONG BLACK COAT by Jay Bennett
1976 DANGLING WITNESS by Jay Bennett
1977 Z FOR ZACHARIAH by Robert C. O'Brien
1978 ARE YOU IN THE HOUSE ALONE? by Richard Peck
1979 ALONE IN WOLF HOLLOW by Dana Brookins
1980 KIDNAPPING OF CHRISTINA LATTIMORE by Joan Lowery Nixon
1981 THE SEANCE by Joan Lowery Nixon
1982 TAKING TERRI MUELLER by Norma Fox Mazer
1983 MURDER OF HOUND DOG BATES by Robbie Branscum
1984 CALLENDER PAPERS by Cynthia Voight
1985 NIGHT CRY by Phyllis Reynolds Naylor
1986 THE SANDMAN'S EYES by Patricia Windsor
1987 THE OTHER SIDE OF DARK by Joan Lowery Nixon
1988 LUCY FOREVER AND MISS ROSETREE, SHRINKS by Susan Shreve
1989 MEGAN'S ISLAND by Willo Davis Roberts

QUEEN OF HEARTS CUT AND TELL STORY

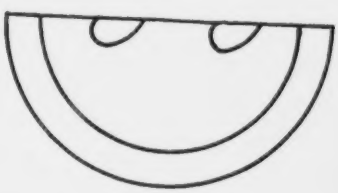
(Good for PreSchoolers)

Trace the pattern lightly onto a plain white paper plate. Cut as indicated as you tell the tale. Finish your program by reciting the Mother Goose nursery rhyme and serving heart shaped cookies, candies, or tarts.



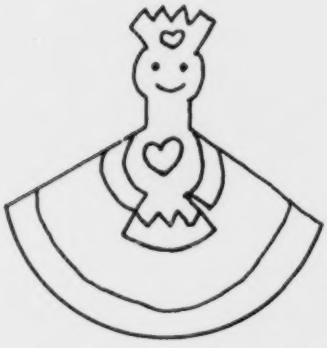
One day the Queen of Hearts was making tarts. She rolled out the dough,

folding it over and cutting out heart shapes.

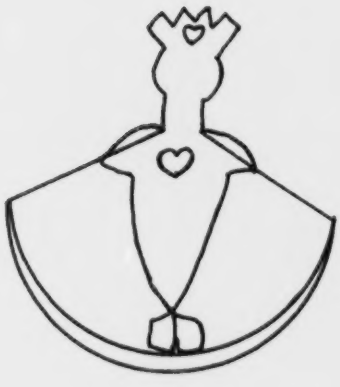


She baked the tarts and set them on a window ledge to cool. When she came back later, the tarts were gone. "Oh, no!" she cried. "The King will be so disappointed if he has no tarts for dinner."

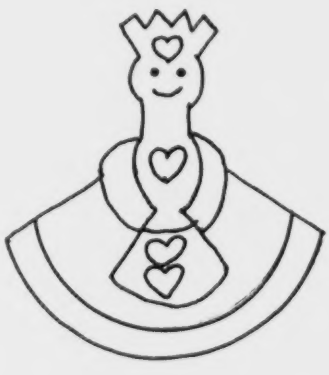
What could the Queen do? It was almost time for supper. Quickly she ran through the palace and set all the clocks back an hour. Then she hurried back to the kitchen and cut out more tarts.



She popped the tarts into the oven, baking them, then set them in a safe place to cool. Then she went to dress for dinner.



At dinner, the Queen walked in with a big plate of delicious tarts. The King was especially hungry and ate them all!



Inspired by CUT & TELL: SCISSOR STORIES FOR WINTER by Jean Warren.

MYSTERY CAT MASK

T.S. Eliot's poem has many allusions to Sherlock Holmes' arch-rival, Morierty. Read the poem on page 19, then let children use the cat mask pattern to make their own "Napolean of Crime."

Materials: Cat mask pattern; crayons; scissors; elastic thread (available at craft stores or sewing centers); stapler.

Procedure: Cut out mask and color it. Staple elastic cord to both sides of the mask just below the ears.

JOKE BREAK

What three letters in the alphabet frighten criminals?

F.B.I.

What criminals can you find in a shoe store?

A pair of sneakers.

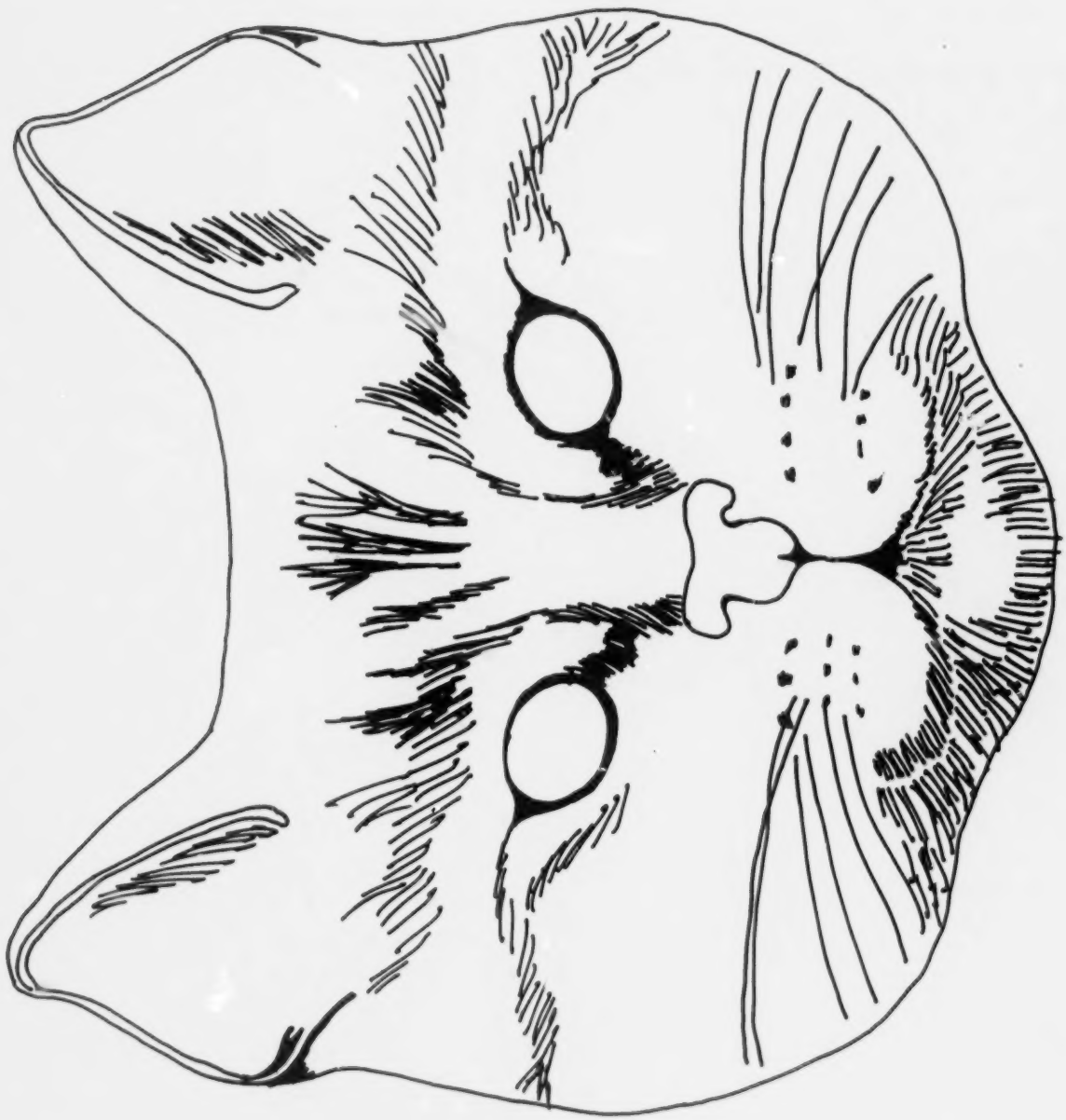
If you crossed a ganster and a garbage man, what would you have?

Organized grime (crime).

When did the criminal get smart?

When the judge threw the book at him.

MYSTERY CAT MASK



MACAVITY: THE MYSTERY CAT
BY T.S. ELIOT

Macavity's a Mystery Cat: he's called the Hidden Paw-
For he's the master criminal who can defy the Law.
He's the baffle ment of Scotland Yard, the Flying Squad's despair:
For when they reach the scene of crime--Macavity's not there!

Macavity, Macavity, there's no one like Macavity,
He's broken every human law, he breaks the law of gravity.
His powers of levitation would make a fakir stare,
And when you reach the scene of crime--Macavity's not there!
You may seek him in the basement, you may look up in the air--
But I tell you once and once again, Macavity's not there!

Macavity's a ginger cat, he's very tall and thin;
You would know him if you saw him, for his eyes are sunken in.
His brow is deeply lined with thought, his head is highly domed;
His coat is dusty from neglect, his whiskers are uncombed.
He sways his head from side to side, with movements like a snake;
And when you think he's half asleep, he's always wide awake.

Macavity, Macavity, there's no one like Macavity,
For he's a fiend in feline shape, a monster of depravity.
You may meet him in a by-street, you may see him in the square--
But when a crime's discovered, then *Macavity's not there!*

He's outwardly respectable (They say he cheats at cards.)
And his footprints are not found in any file of Scotland Yard's.
And when the larder's looted, or the jewel-case is rifled,
Or when the milk is missing, or another Peke's been stifled,
Or the greenhouse glass is broken, and the trellis past repair--
Ay, there's the wonder of the thing! *Macavity's not there!*

And when the Foreign Office find a Treaty's gone astray,
Or the Admiralty lose some plans and drawings by the way,
There may be a scrap of paper in the hall or on the stair--
But it's useless to investigate--*Macavity's not there!*
And when the loss has been disclosed, the Secret Service say:
'It *must* have been Macavity!'--but he's a mile away.
You'll be sure to find him resting, or a-licking of his thumbs,
Or engaged in doing complicated long division sums.

Macavity, Macavity, there's no one like Macavity,
There never was a Cat of such deceitfulness and suavity.
He always has an alibi, and one or two to spare:
At whatever time the deed took place--MACAVITY WASN'T THERE!
And they say that all the Cats whose wicked deeds are widely known
(I might mention Mungojerrie, I might mention Griddlebone)
Are nothing more than agents for the Cat who all the time
Just controls their operations: the Napoleon of Crime!

Reprinted from: T. S. Eliot: Complete Poems and Plays 1909-1950 (Harcourt Brace & World, 1952)

WHO STOLE THE COOKIE

Recite this camp favorite to get the group into the mood for mysteries.

Leader: Who stole the cookie from the cookie jar?

Assistant: (Name of child) stole the cookie from the cookie jar.

(Name): Not me.

Leader: Then who?

(Name): (Another Name) stole the cookie from the cookie jar.

Continues with each child naming another. This is a good ice-breaker but be sure the children either know several other children or are wearing name tags. Add hand-clapping and knee-slapping to this exercise for an extra challenge.

ADDITIONAL IDEAS

1. Use the patterns from the bulletin board to let each child make a mystery mobile. Tie patterns to a coat hanger with yarn or string. Old keys can also be added to act as a wind chime.

2. Hold a Sherlock Holmes look-alike contest. Invite participants to dress like the master (By the way, some Sherlockians believe that Holmes was a woman).

3. Start a mystery newsletter to publish children's reviews of favorite mysteries. Let children read and submit reviews. Depending on funds available, publish two or three editions before the end of your Reading Club.

4. Get blank puzzles (available at Michaels/MJ Designs and other craft supply stores). Use watercolors or marking pens to write invitations to library events, give good book titles, or write secret messages. Leave around the library for children to solve.

5. Make a "Mystery Box" by taking a box large enough to hold a book. Cut a peephole in the front and a light hole on the top. Decorate the front of the box. Place a book or a picture depicting a certain title inside the box. Have children look into the peephole and guess the book. (This idea is from Tennessee State Library).

6. Trunks found in old attics often contain lots of treasures and other mysterious items. Play an alphabet game asking each child to name an item found in the trunk in alphabetical order. For older children, require that they recite the items mentioned by previous players. (Ex. The old trunk contained an anchor, a bracelet, a copper kettle, etc.).

7. Mysteries take readers to many foreign countries. Ask a coin dealer or banker to provide coins to display or give away as prizes. Library patrons who travel are another source of coins. Glue coins to a map and display with the name of the money.

8. Borrow several "Clue" Mystery Game sets. Hold a marathon contest, letting the winners play each other until you have a grand champion.

WEEK TWO
REAL MYSTERIES

Fact can be stranger--and more mysterious--than fiction. Use these activities to focus attention on true crimes, unexplained phenomena, and mysterious disappearances. Remember that to very young children many everyday occurrences are mysterious.

DINOSAURS EGGS

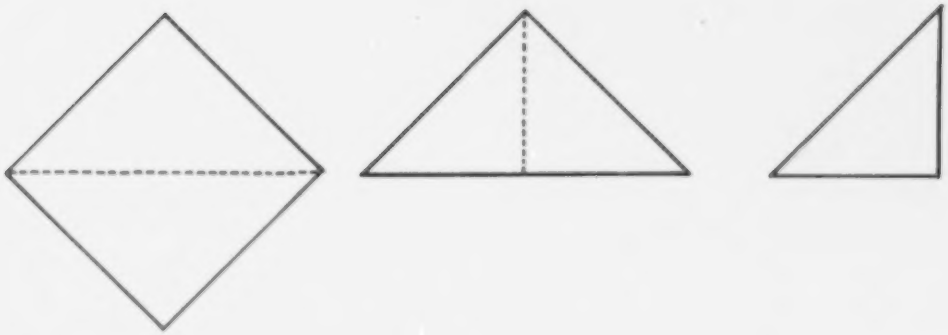
Scientists are not really sure what happened to the dinosaurs. Make dinosaurs eggs filled with treats as party favors or let older children make them as gifts for younger children.

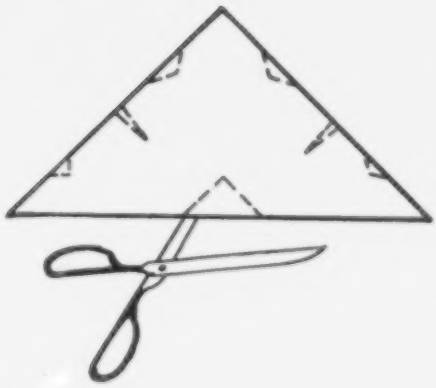
Materials: Green crepe paper streamers; store bought plastic dinosaurs; other small trinkets (balloons, stickers, etc.); tape.

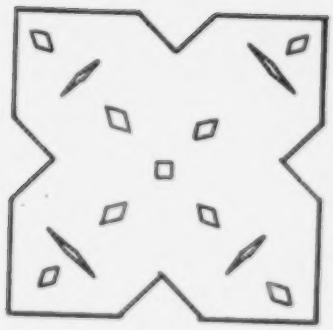
Procedure: Place the plastic dinosaur on one end of the crepe paper streamer. Begin rolling the streamer into a ball. Add trinkets, candies, etc. until you have a reasonable sized egg. Tape the end securely. Save to unwrap at a later time.

SNOWFLAKES

Just like fingerprints, no two snow flakes are alike (although recent research has found two alike when snowflakes are produced under artificial conditions--you might want to discuss ways fingerprints could be forced to be alike in the future). Make snowflakes and display them.





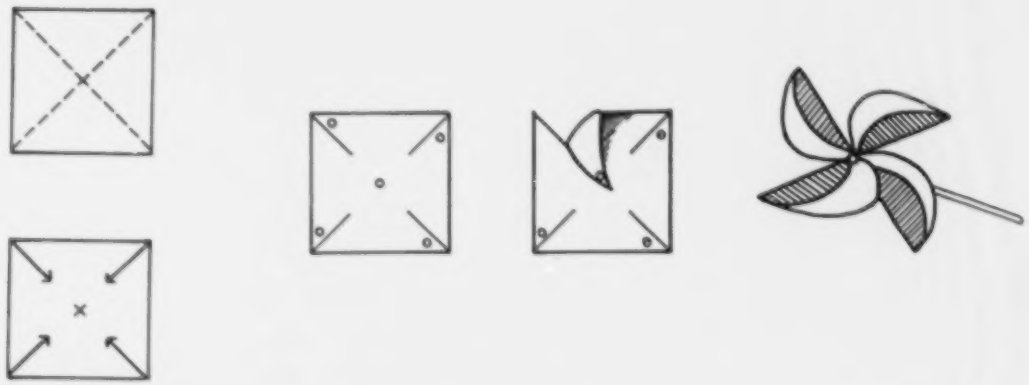


PINWHEEL

Read about Amelia Earhart then make pinwheels to symbolize the propeller on her plane.

Materials: Construction paper; thumbtacks; plastic straw; glue; scissors.

Procedures: Fold a seven-inch square of construction paper in half diagonally from one corner to another. Fold in half again, bringing together the two opposite corners along the straight edge. Unfold completely. Cut almost to the center of each fold mark. Glue every right-hand corner to the center of the paper, forming a pinwheel. Allow to dry. Poke a thumbtack through the center, fasten the pinwheel to the end of a plastic straw.



A CLEVER CABDRIVER

Sir Arthur Conan Doyle, author of the Sherlock Holmes stories, used to tell this story of how he met an admirer of his fictional detective in Paris. Read this selection as an introduction to Sherlock Holmes' adventures.

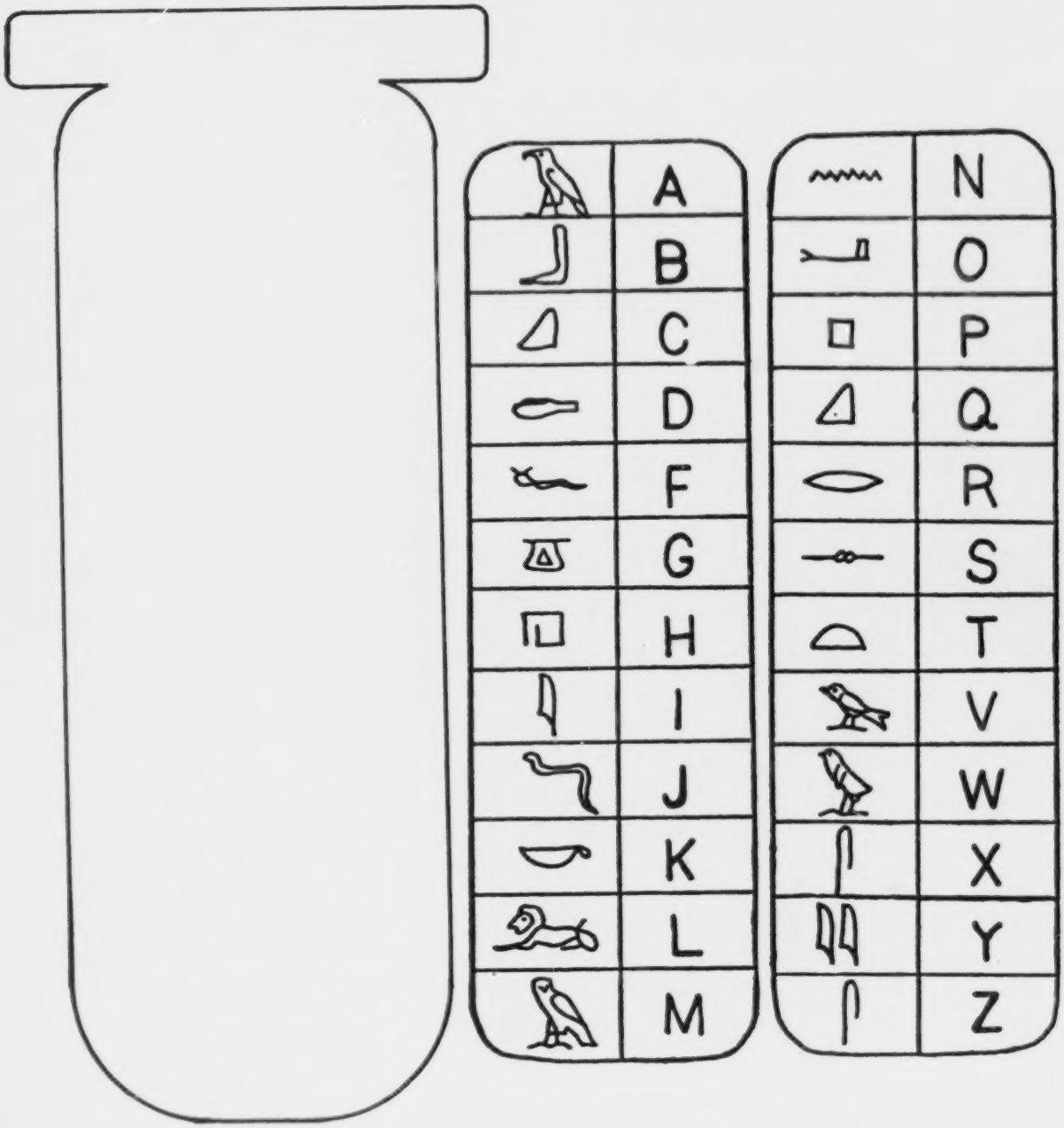
The cabdriver who had driven him to his hotel studied him closely and then said, "Dr. Doyle, I see you have recently been in Constantinople and Buda. Also it is clear that you were not far from Milan."

Conan Doyle gasped with surprise, and asked the amateur detective how he had discovered all this.

"I looked at the labels on your suitcase," replied the artful driver!"

HIEROGLYPHICS

One of the biggest mysteries to be cracked was the secret to the hieroglyphics of the Egyptians. Let each child write his name or a secret message using the following symbols.



ADDITIONAL IDEAS

1. Read The Mysteries of Harris Burdick by Chris Van Allsburg. Ask the children to write a mystery based on one of the sentences. Discuss what might have happened to Harris Burdick.

2. Read Lost Star: The Story of Amelia Earhart by Patricia Lauber. Take a map and trace Amelia Earhart's route until she was lost.

3. Invite a crime reporter from your local newspaper to discuss covering the crime beat.

4. Trains and stagecoaches were often robbed by bandits in the West. Make trains or stagecoaches out of milk cartons, paper cups, and other small boxes. Read excerpts from The Coach That Never Came by Patricia Beatty.

5. Hold a jigsaw puzzle contest. Ask for donations of old puzzles (have volunteers count pieces to be sure the sets are complete) or purchase several inexpensive puzzles. Have teams compete to see who can put the puzzles together fastest. Puzzles should have approximately the same number of pieces to be fair!

6. Look at the newspaper to see what crimes have occured locally. Discuss ways that victims could have avoided problems or protected themselves. Invite a safety officer to discuss personal safety or have a self-defense demonstration.

WEEK THREE
COPS AND READERS

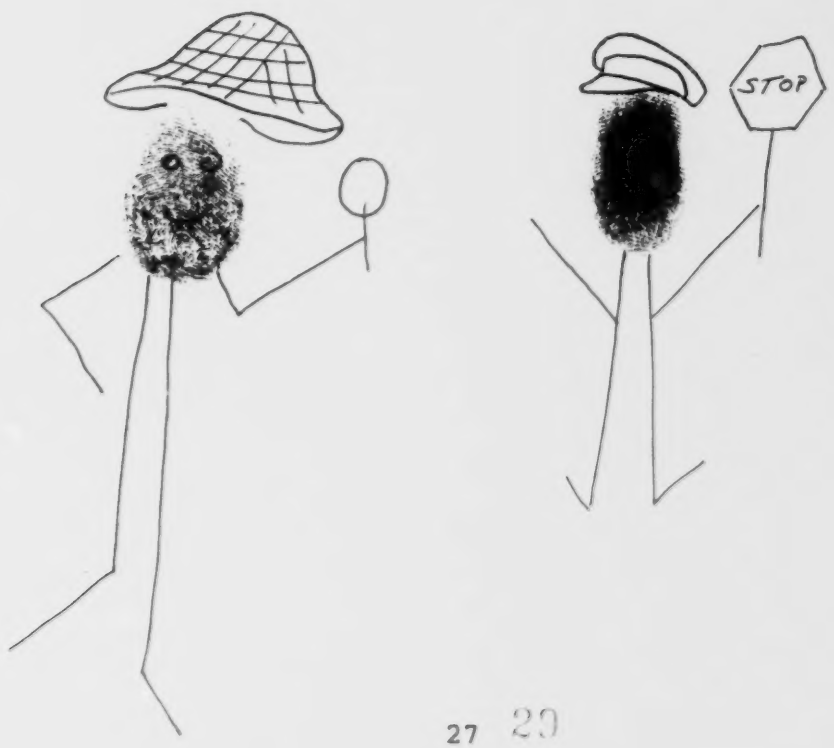
Police and other investigators can't solve a crime without looking at the evidence. This week's activities introduce the workings of police departments, crime labs, fingerprinting, and investigative techniques.

FINGERPRINT CULPRITS

Use your own fingerprints to design a couple of shady characters.

Materials: Colored ink pads, or paper towels soaked in very thin tempera paint; white paper, colored pencils or fine-line marker pens.

Procedure: Children use fingers and thumbs to make different size prints. Add features with pens. Inspiration may be found in Fingerprint Owls and Other Fantasies by Marjoram P. Katz.



JOKE BREAK

What is a police officer's favorite snack?

Copcakes (cupcakes)

Why did the robber take a bath?

So he could make a clean getaway.

Why do the police keep tabs on Bo Peep?

Because she goes around with a crook.

What criminal doesn't take baths?

A dirty crook.

TAKE YOUR OWN FINGERPRINTS

Materials: Baby powder; paint brushes or make-up brushes; scotch tape; index cards; stamp pad; magnifying glass.

Procedure: Have children hold a drinking glass, mirror, or other object, then lightly brush powder over the surface. When a print begins to appear, blow away the extra powder. Place the sticky side of the tape over the print, lift, and stick the tape onto an index card. Next have children take their own prints. Be sure to have everyone wash their hands first. Then roll each finger over the stamp pad, press the finger on a piece of transparent tape and mount the tape on an index card. Write the child's name on the index card. Let each child try to identify someone else's print from the drinking glass.

POLICE OFFICER PAPER BAG PUPPET

(Good for PreSchoolers)

Materials: Police Officer pattern; lunch-size paper bags; scissors; glue; crayons or colored pencils.

Procedure: Give each child a police officer pattern (next page). Color in police officer. Cut out and glue to the flap of the paper bag.

CRIME SCENE OBSERVATIONS

Test your powers of observation; this is a skill critical to detective work.

Materials: Picture of a room (look in old magazines such as "House Beautiful") for every 5 children; paper; pencils; stop-watch.

Procedure: Let each group study the picture for 1-2 minutes. Turn the picture over and ask each child to write down the answers to a list of questions. Tailor the questions to fit the pictures you found. Sample questions:

1. What shape is the room?
2. Are there any unusual objects in the room?
3. How many doors are there? How many windows?
4. What color are the drapes?

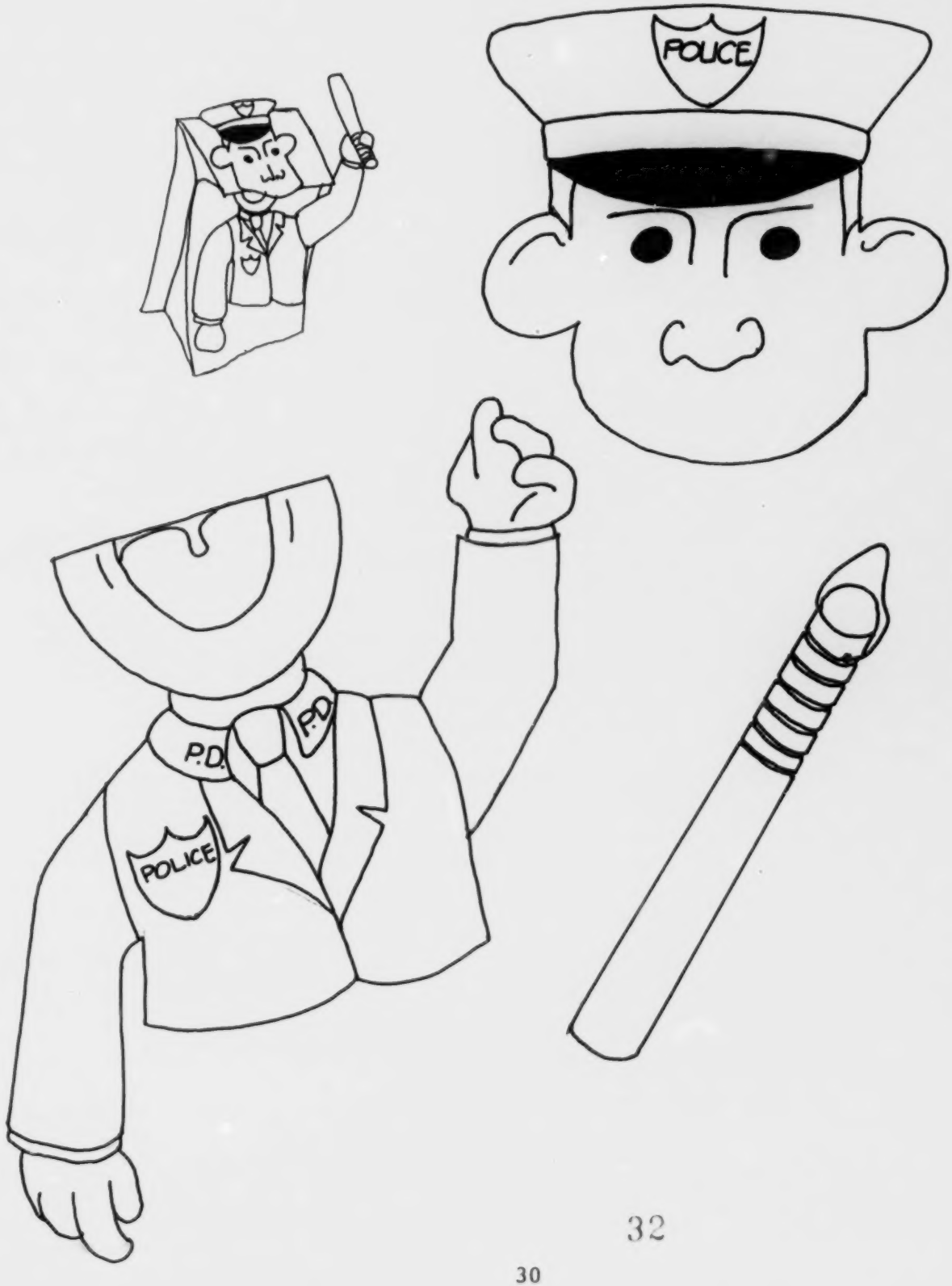
Give a Private Detective badge to the person in each group with the most correct responses.

MR. POLICEMAN POEM

Mr. Policeman wears a silver badge
On his uniform of blue.
He makes us all obey the law,
And he helps us when we need him, too.

From: Finger Frolics by Liz Cromwell

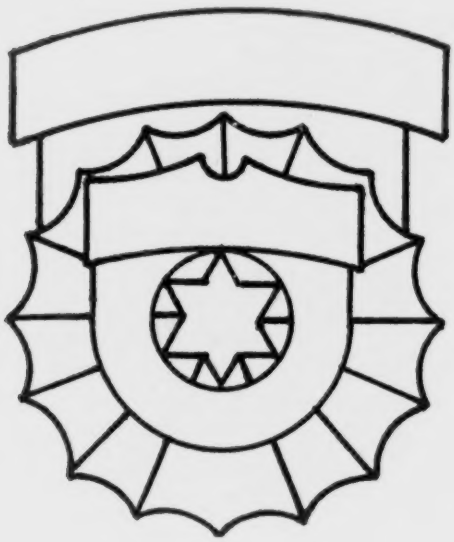
POLICE OFFICER PAPER BAG PUPPET



FELT DETECTIVE BADGES

Materials: Felt; badge pattern; pin backs or safety pins; glue; fine line marker pens.

Procedure: Trace badge pattern onto felt. Cut out. Decorate with marker pens. Sew on safety pins or glue on pin backs.



TRAFFIC POLICEMAN FINGERPLAY

The traffic policeman holds up his hand. (Hold up hand)
He blows the whistle, (Pretend to blow whistle)
He give the command. (Hold up hand again)
When the cars are stopped, (Look both ways)
He waves at me. (Wave hand to come)
Then I may cross the street you see. (Walk in place)

Adapted from: Finger Frolics by Liz Cromwell

WANTED POSTERS

Read It's So Nice to Have a Wolf Around the House by Harry Allard. Cuthbert Q. Devine was wanted for bank robbery. Give each child a wanted poster pattern (see next page) to make a wanted poster for their own "crime."

Materials: Poster board; photocopies of poster; felt pens, crayons, or colored pencils; photographs of children (ask each child to bring a photograph or take Polaroid pictures).

Procedure: Each child glues his or her picture onto the poster, then onto poster board. Add a description of the "criminal" and the "crime." Crimes might be "Wanted for Not Taking Out the Trash," "Wanted for Leaving Dirty Laundry on the Floor," or similar misdeeds. Be sure to offer a reward!

DETECTIVE GAME

One player leaves the room. While he or she is gone, the remaining players select a unique object in the room. When the player comes back, he or she walks around the room. If the player is close to the object, the group says "hot." If the player is far away from it the group says "cold." Play continues until the player correctly identifies the object.

ADDITIONAL IDEAS

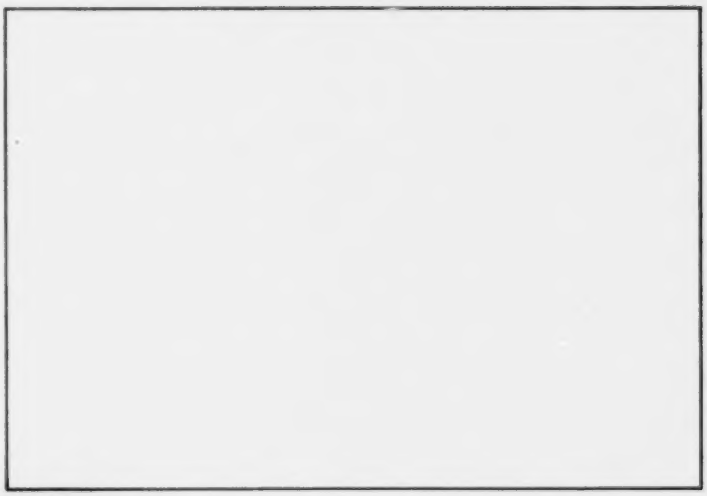
1. Your eyes can play tricks; introduce books on optical illusions. Look at Eye Fooled You by Roy Doty and How to *Really* Fool Yourself by Vicki Cobb

2. For very young children obtain or make police hats, badges, a ticket book, traffic signs, and keys. Let them act out the roles of a police officer. Invite an officer to meet them.

3. Display staff members' fingerprints on the bulletin board. Let children guess which set belongs to the children's librarian. Give a prize (perhaps an ink pad and rubber stamp) for the correct guess.

WANTED

DEAD OR ALIVE



NAME:

ALIAS:

DESCRIPTION:

WANTED FOR:

4. Invite someone from your local police department to talk about criminal investigation procedures. If your police department is large enough you might even be able to get a police artist to explain how a picture of the culprit is pieced together.

5. Make paper chains and attach to a paper mache ball for a "ball and chain" to display in the children's area.

6. Make a "Pin the Badge on the Officer" game by enlarging a picture of a police officer and giving the children badges to pin on the picture. The one who gets it closest to the appropriate spot wins.

7. Burglar Bill steals a box, a nice big brown box with holes in it. Ask the children to draw a picture of what they think is in the box.

8. Make thumbprint cookies. Joy of Cooking and most other cookbooks contain a recipe for this treat.

WEEK FOUR
MYSTERY HOUNDS & OTHER CRITTERS

FREDDY THE DETECTIVE PAPER DOLLS

Materials: Freddy patterns; scissors; glue; colored pencils, crayons, or marking pens; tag board; white paper (optional).

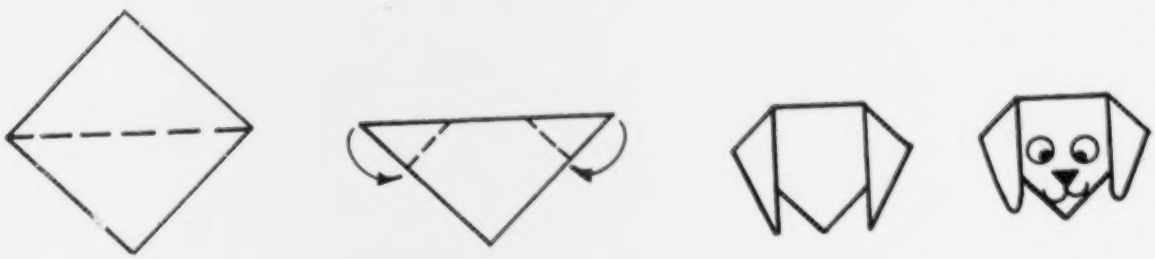
Procedure: Make a copy of "Freddy" and his disguises for each child. Let them color Freddy and his clothes. Glue Freddy to tag board. Cut out the figure. Cut out his clothes. Children may also be supplied extra white paper to create their own outfits for this master detective. Be sure to have copies of Freddy's adventures by Walter Brooks available for check-out.

MCGRUFF ORIGAMI DOG

McGruff is the National Crime Prevention Council mascot who encourages citizens to "take a bite out of crime." This is a simple craft to use in conjunction with a crime prevention program. Contact your local police for speakers and additional materials. Sometimes arrangements can be made to have McGruff himself visit!

Materials: Origami paper; colored pencils.

Procedure: Fold as indicated in illustrations.



FREDDY THE DETECTIVE PAPER DOLLS

ONE DALMATION

Dalmation puppies were dognapped in 101 Dalmations by Doty Smith. Invite a representative from your local humane society to talk about the problem of dognapping and how to protect your pet. Then let each child "spot" a Dalmation.

Materials: Copy of "Dalmation" for each child; black watercolor or tempera paint; paintbrushes.

Procedure: Let each child paint spots on their Dalmation. (Alternatively, let children cut out black dots from construction paper and glue them onto the dog.)

CRICTOR'S MEDAL

In Crictor by Tomi Ungerer, Crictor saved the day when his mistress' house was burglarized. To commemorate his adventure and bravery make a medal for him.

Materials: Paper; cardboard; crayons or colored pencils; yarn; hole punch; glue.

Procedure: Let each child design a round medal. Glue the medal onto the cardboard and trim. Punch two holes near the top and thread yarn.

JOKE BREAK

What gun does a police dog use?

A dogmatic.

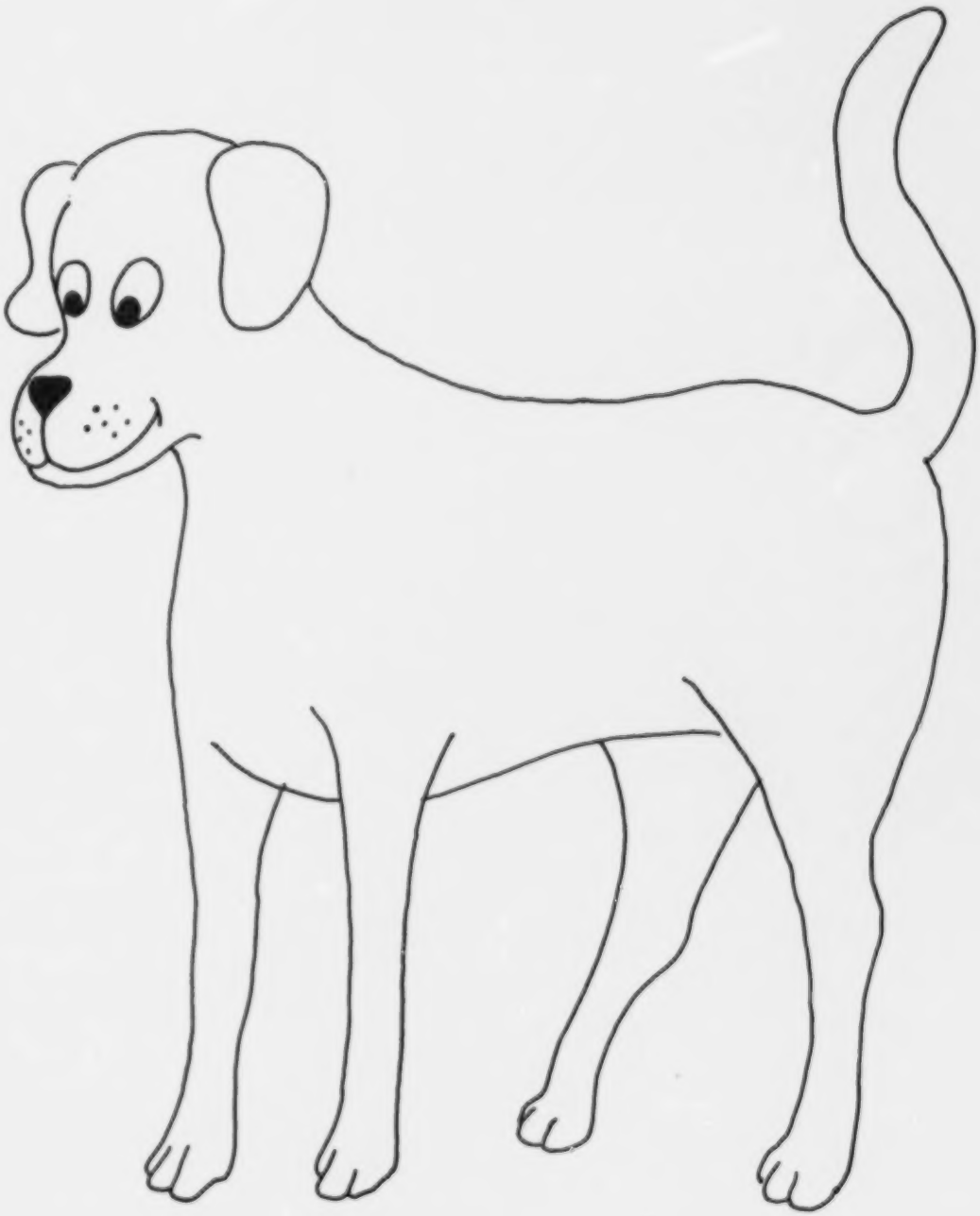
Which elephant hangs out with forty thieves?

Ali Babar.

How come animals can't keep secrets?

Because the pigs squeal, yaks yak, and someone always lets the cat out of the bag.

ONE DALMATION

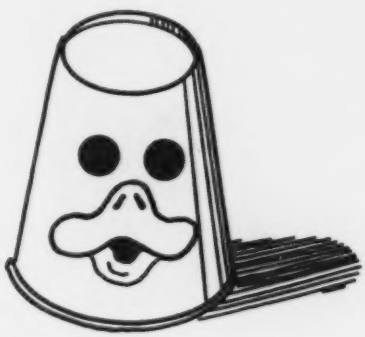


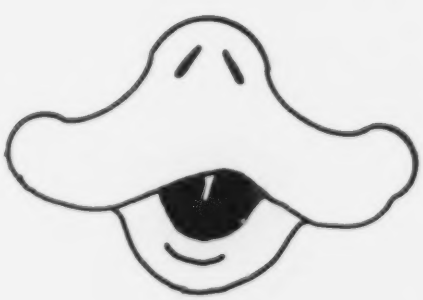
MISS MALLARD PAPER CUP PUPPET

Miss Mallard is the star sleuth in Robert Quackenbush's series of mysteries. Display several titles in the series and let children make a simple puppet.

Materials: Styrofoam cups; construction paper; crayons; scissors; glue; nose and eye patterns; pencils or craft sticks.

Procedure: Trace puppet features onto construction paper. Color and cut out. Glue features to upside down styrofoam cup. Use a pencil to poke a hole in the center of the upside down cup. Use the pencil (or a craft stick) to move the puppet.





FLETCHER'S TROPHY

Read Something Queer is Going On by Elizabeth Levy then use the trophy pattern to make a trophy for Fletcher. Perhaps Fletcher won the trophy for his acting abilities!

Materials: Trophy pattern, light yellow or gold construction paper, colored pencils, scissors, glue.

Procedure: Trace trophy pattern onto construction paper. Decorate with Fletcher's name and why he is being honored. Cut out trophy. Fold along the dotted lines. Overlap the end flaps and glue in place.

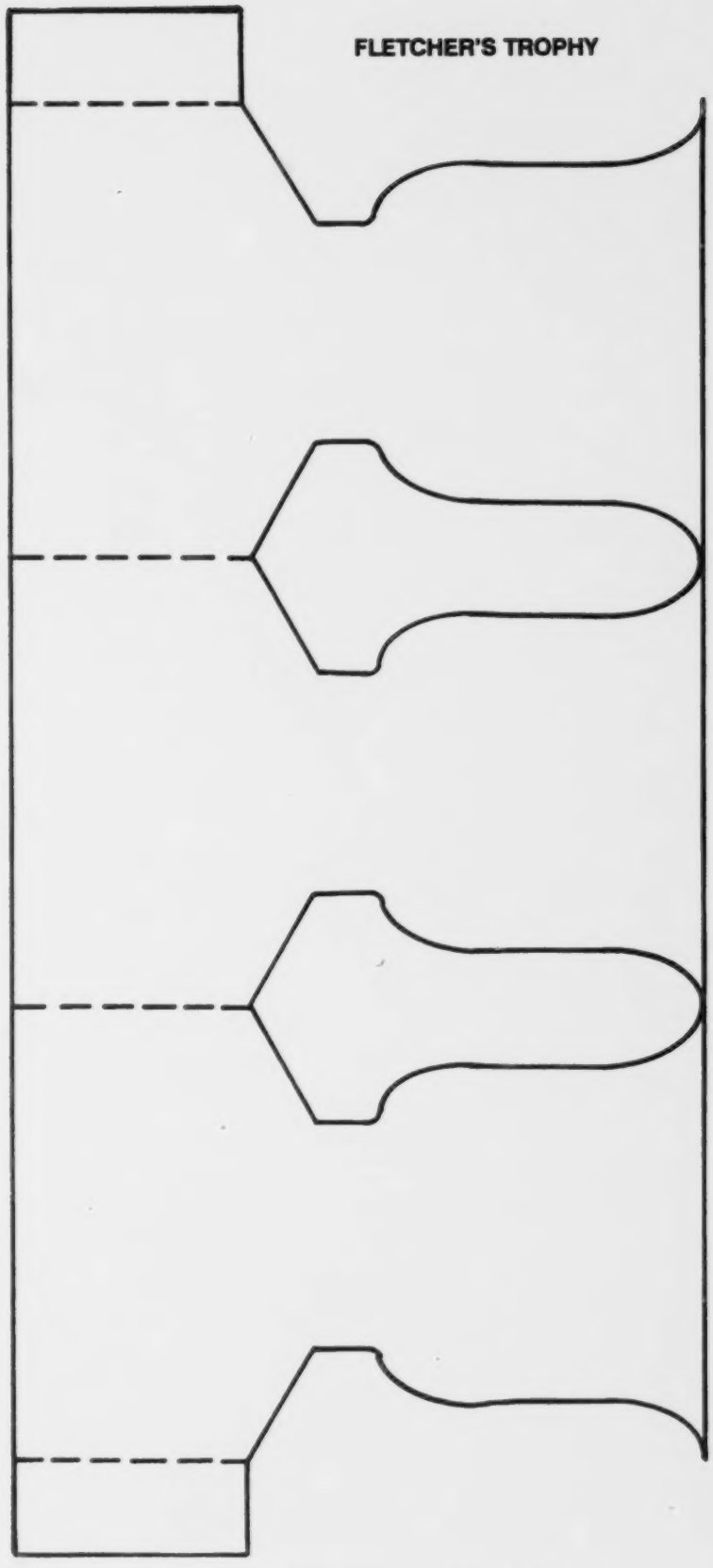
BABAR'S CROWN

Read Babar's Mystery by Laurent de Brunhoff, then let children make crowns.

Materials: Construction paper; scissors; tape; crayons.

Procedure: Let children draw a crown and decorate it with jewels. Cut out. Tape extra construction paper if necessary and tape to fit child's head.

FLETCHER'S TROPHY



BASIL OF BAKER STREET PUPPET

Basil is a mouse in a series of books by Eve Titus who studied, quite literarally, at the feet of the master detective, Sherlock Holmes. His exploits are also recorded in the Walt Disney feature film, "The Great Mouse Detective."

Materials: Basil pattern; crayons; scissors; tape; lunch-size paper bags; glue.

Procedure: Color Basil and cut out pieces. Glue to lunch bags.

ADDITIONAL IDEAS

1. Invite a representative from the local K-9 Corps to bring a dog to the library and explain how they work together on investigations.

2. Many larger police departments have drug sniffing dogs. Ask a detective to explain the training procedures used with these dogs.

3. Make a cat balloon to depict Freddie the Cat from FTC and Company by Mary Anderson. Illustrated instructions are provided.

4. Page 31 and 32 of the ANIMAL ANTICS: PROGRAM GUIDE FOR THE TEXAS READING CLUB 1987 includes a pattern and instructions for a fire dog project. Invite a fire fighter to discuss arson investigations.

BASIL OF BAKER STREET PUPPET

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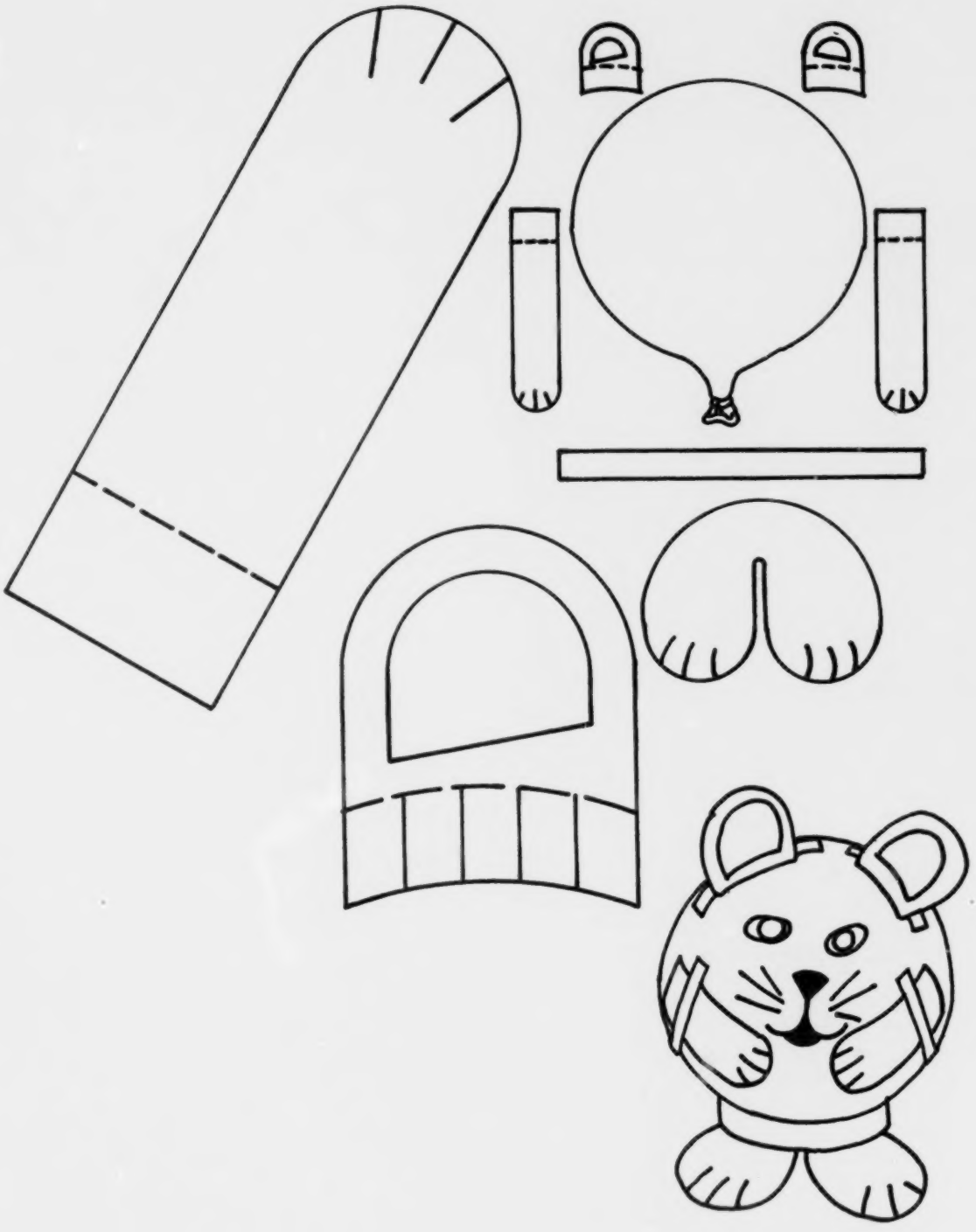
45

FREDDIE THE CAT



WEEK FIVE
ELEMENTARY MY DEAR DETECTIVE

WHERE THERE'S A WILL

Read passages from Grave Doubts by Scott Corbett, The Westing Game by Ellen Raskin (p.28+), or Frank Bonham's Mystery of the Fat Cat (p.30+ "An old lady named Harriet Atkins had left her cat, Buzzer, a half-million dollars when she died years ago. On Buzzer's death, the money was to go to the Boys Club.") Then let children write their own will's dividing their property. Reproduce the form which follows.

COMPASS POINT DESIGNS

Look at the different designs of the compass rose on several maps. Show examples and explain how the points show directions. Use compasses, triangles, and rulers to let children design their own compass roses. Color with crayons or colored pencils. Either display the results on the bulletin board or punch a hole in one end and hang on yarn for a necklace. Combine this activity with the compass science experiment mentioned in the "Additional Ideas" section of this chapter for an exciting program.

LAST WILL

I, _____ do leave my:

DETECTIVE AGENCY LOGO

Allan Pinkerton was the world's first professional private detective. The logo for his company was an open eye with the slogan "We Never Sleep" (pictured below). This logo earned Pinkerton the nickname "Private Eye." Display books by Donald Sobol featuring "Encyclopedia Brown" or the "Nate the Great" books by Marjorie Sharmat; both of these characters head their own detective agencies.

Materials: Paper and crayons or colored pencils.

Procedure: Ask each child to design a logo to symbolize their own private detective agency. Display them on the bulletin board.

THE REAL SHERLOCK HOLMES

Use this selection as a read-aloud activity during one of your programs.

As a young man Arthur Conan Doyle attended Edinburgh University. One of his teachers was a well-known surgeon, Dr. Joseph Bell. Dr. Bell believed that to be a good doctor one must learn to use their eyes properly. He would glance at a stranger, then remark, "A cobbler, I see." Later he would point out to the students that a cobbler's trousers were always worn smooth on the inside of the knee, where he held the shoe he was repairing.

When Conan Doyle wanted a new kind of detective for his book, he thought of his old teacher. If the surgeon had been a detective, he would have treated detection as a science. So, although Conan Doyle invented his scientific detective, Sherlock Holmes, Holmes's brilliant methods are really those of Dr. Bell.

Read more about Dr. Joseph Bell in "The Real Sherlock Holmes" by Irving Wallace (pp. 744-76, Reader's Digest Treasury for Young Readers, 1963).

OPEN YOUR OWN AGENCY

It's a Mystery by Mavis Arizzi (Book Lures, Inc., P.O. Box 9450, O'Fallon, MO 63366) offers many suggestions for mystery related activities. One asks readers to match wits with Encyclopedia Brown by opening their own detective agency. Use the following questions to start discussions.

Encyclopedia Brown charges 25 cents per day. What would you charge?

He advertises "no case too small." Think of your own original slogans.

Design advertising posters to lure customers away from Encyclopedia Brown's agency. Display the signs in the library.

Many of Encyclopedia Brown's adventures are available in filmstrip versions (distributed by Random House Media, 400 Hahn Road, Westminster, MD 21157) which allow the librarian to turn off the projector and let viewers try to solve the case before continuing with the solution.

DETECTIVE BOOKMARK

Materials: One-inch wide ribbon; tag board or construction paper; scissors; hat pattern; glue; crayons.

Procedure: Have children trace the hat pattern onto tag board or construction paper. Cut out and color. Glue to top edge of ribbon.

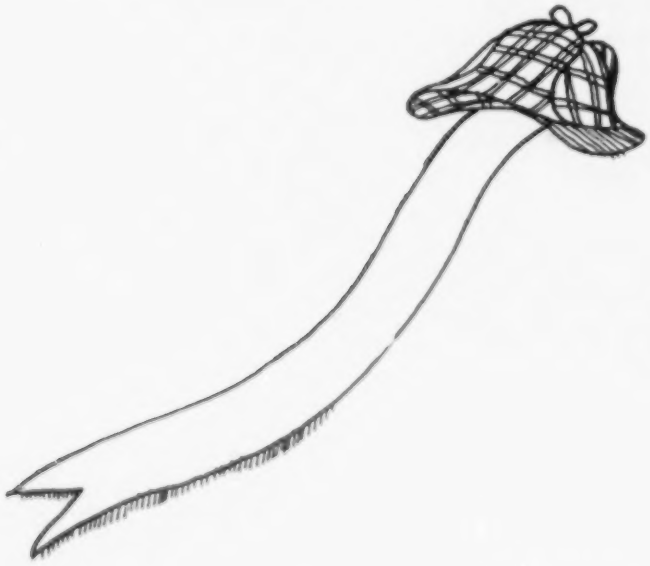
ADDITIONAL IDEAS

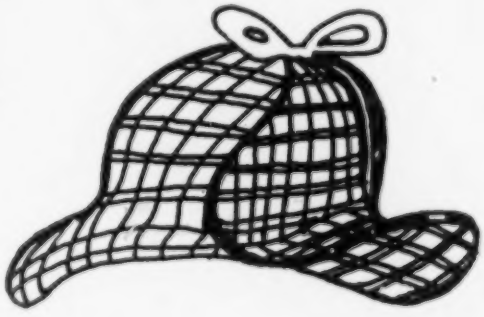
1. See p. 193 of CREATURE FEATURES: PROGRAM GUIDE FOR THE TEXAS READING CLUB 1989 for an alibi game sheet. Let children test their detection skills.

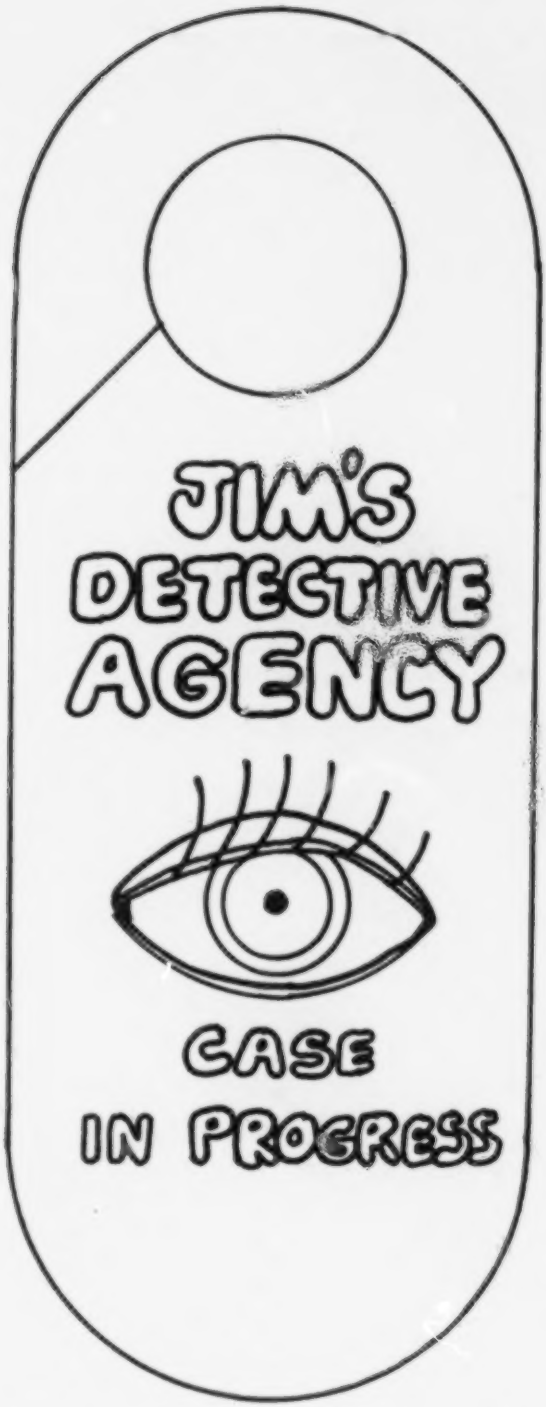
2. Discuss acronyms, a word formed from the first letter or first syllables of an organization or club. In R*I*S*K by Mary Anderson, Katie and Ben form a club called Rescuers of Cats Club (R.O.C.C.). Later they change the name to Rescuers in Search of Kitties. Have the children make up full names for a mystery club with acronyms like S.P.Y., C.R.I.M.E, or C.L.U.E. Write their ideas on a chalk board,perhaps selecting a good one for a library club.

3. Many science experiment books have instructions for making a simple compass out of a needle, a magnet, a cork, and a cup of water. Demonstrate this experiment.

4. Use the pattern on the following page to have children make door hangers for their rooms.






JIM'S
DETECTIVE
AGENCY
CASE
IN PROGRESS

WEEK SIX
HIDDEN TREASURE

The most obvious place is often the best hiding place but many hiding places were so good that the treasures have never been found.

PIRATE'S HAT

Make a pirate's hat with the pattern provided.

Materials: Pattern sheet for each child; scissors; black construction paper (18" x 24"); light colored construction paper; glue; stapler.

Procedure: Have children measure and cut a 2" by 24" strip of construction paper. Cut out the pattern and trace the outline onto the remaining piece of black construction paper. Cut out the skull-and-crossbone pattern on light colored construction paper. Use black construction paper circles to form eye sockets and nose. Glue the skull-and-crossbone onto the black construction paper. Staple the ends of the 2" x 24 " headband together to fit child's head.

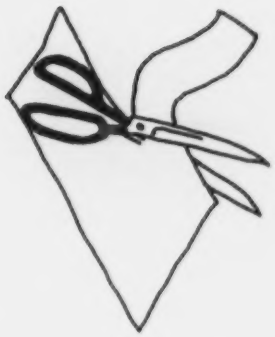
EGG-SITING HIDING PLACE

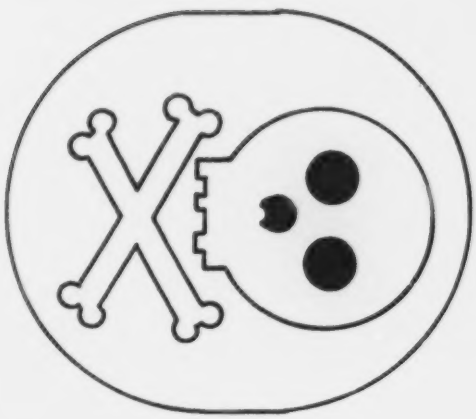
Read Robbery at the Diamond Dog Diner by Eileen Christelow. Glenda Feathers hides Lola's diamonds inside eggs. Make your own diamond hiding place.

Materials: Blown out eggs (Prepare ahead of time. Poke a hole in the top and bottom of an egg, blow out the yolks and whites); rhinestones or other fake gems; white glue; felt tipped pens.

Procedure: Decorate eggs, place a few rhinestones inside, close hole with white glue (use a small piece of tissue paper to cover hole if it's too large).

PIRATE'S HAT





DIGGING FOR TREASURE
BY LEE BENNETT HOPKINS

I put my hand in

and found-

a rusty skate key,

a part of a tool,

a dead bee I was saving

to take into school;

my library card

and

a small model rocket,

I guess it is time

to clean out

my pocket.

Discuss other places you might find "buried" treasures.

TEXAS TREASURES

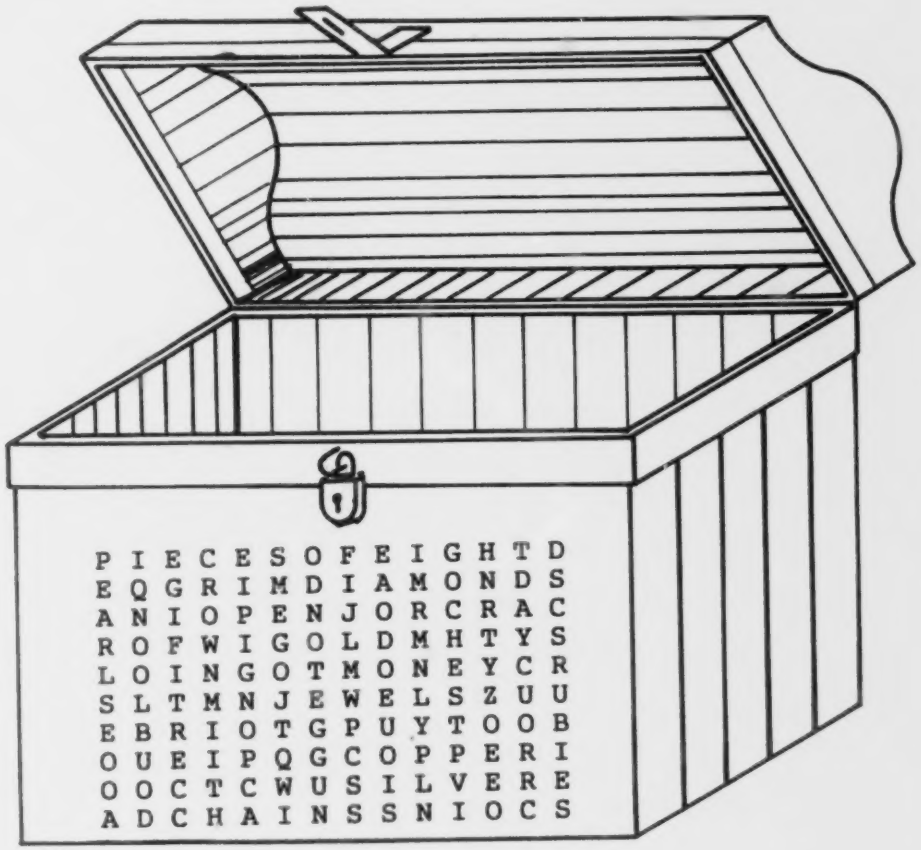
Texas is a land of legends and many of those legends pertain to lost and buried treasures. Rich veins of gold and silver may lie hidden underground in various parts of the state. The Spanish explorer, Coronado, supposedly dug long tunnels in the limestone of North Texas. Jim Bowie is said to have learned the secrets of the Apache Indians' hidden treasure. The answers to the legend of the "Lost Jim Bowie Mine," reputed to contain stacks of silver bars, died with him at the Alamo. The pirate, Jean Lafitte, roamed the seas and supposedly used ports along the Texas Gulf Coast as a haven. Read these legends, and others, in Ghost Stories of Old Texas by Zinita Fowler.

TREASURE CHEST WORD SEARCH

See how many treasure words you can find in the treasure chest. Words may be across, backwards, up, or down. Happy hunting!

Treasures hidden in the chest:

Chest	Pieces of Eight	Diamonds
Gold	Coins	Gems
Money	Jewels	Nugget
Copper	Silver	Booty
Chains	Pearls	Crown
Rubies	Ingot	Doubloon


P I E C E S O F E I G H T D
E Q G R I M D I A M O N D S
A N I O P E N J O R C R A C
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L O I N G O T M O N E Y C R
S L T M N J E W E L S Z U U
E B R I O T G P U Y T O O B
O U E I P Q G C O P P E R I
O O C T C W U S I L V E R E
A D C H A I N S S N I O C S

JOKE BREAK

Where can you find the largest diamond in the world?

On a baseball field.

If a millionaire sits on his gold, who sits on silver?

The Lone Ranger.

What keys won't open a treasure chest?

Don-keys, mon-keys, tur-keys.

TREASURE CHEST

Materials: Shoe boxes or cigar boxes; construction paper; glue; rick rack, sequins, yarn, etc.

Procedure: Give each child a shoe box or cigar box. Decorate chest with rick rack, etc. until you have a treasure chest.

HOUSE OF DIES DREAR MAZE

Reproduce the maze based on House of Dies Drear by Virginia Hamilton. Let each child find the way from Drear House to the hidden treasure room. Older children might want to make their own mazes for other treasure hunt stories.

HOUSE OF DIES DREAR MAZE

DREAR HOUSE

START

TREASURE ROOM

HIDDEN TREASURE TELL AND DRAW

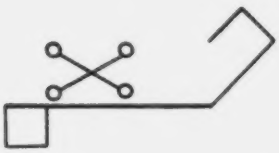
Draw on a chalk board or large pad of paper as you tell the story.

For a special vacation last year B.J. and Erin went to Florida to visit their grandparents who line in a little square house near the ocean. Here it is.

Of course everyone wants to take home a souvenir from vacation but B.J. and Erin had spent all their allowance. So one morning they started off down the beach like this...looking for sea shells.

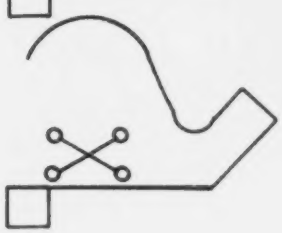
When they were a good distance from the house, the sky clouded over and it began to rain. They looked for shelter and were please to see a pointed roof sticking up from behind a sand dune.

They scrambled over the sand dune into a dilapidated old building that was hardly more than a shack.

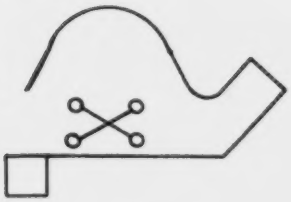


When their eyes became accustomed to the darkness, they noticed a piece of paper tacked to a wall. It was covered with old-fashioned writing, and at the bottom was a big X with knobby ends like this.

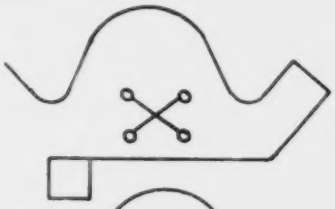
The writing read, "X marks the spot where my treasure lies," and it was signed "Captain Crook." B.J. ripped the paper from the wall and continued reading. "First go up and over." Turning Erin noticed a ladder, so they climbed slowly up...



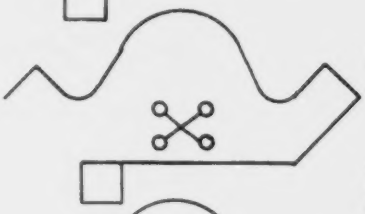
through a hole in the ceiling and over like this...just the way the note had told them to, until they reached a wall.



B.J. read on: "Press the magic panel and proceed." So Erin touched the wall here and there until suddenly a door slid open, and they crept down some dark steps.

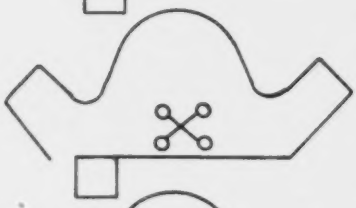


It was a good thing that B.J. had his flashlight handy or they might not have noticed that the stairway turned and led up to a trap door.

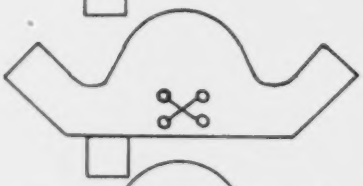


Erin gave it a hard push, and it swung open.

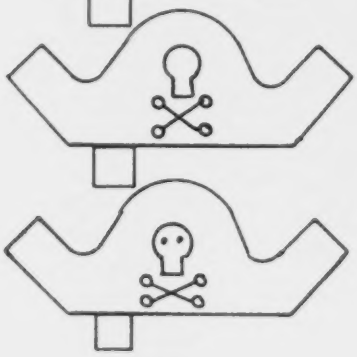
Next the directions said: "Down the hatch, straight ahead to the X that marks the spot." They dropped down into a musty cellar, landing on top of an enormous key.



Taking the key with them, they crept straight ahead until they saw an old, crumbling sea chest with a big X painted on the front.



"Hooray! We've found the treasure, and this key will fit the lock," cried Erin pointing to a large keyhole above the painted X. They they heard squeaking noises from inside the chest. They were almost too afraid to open it but they couldn't turn back now.



B.J. shined his flashlight into the keyhole, and saw two tiny eyes

and a row of sharp teeth. They were mouse teeth. But when they opened the sea chest, the mouse jumped out and ran away, and all that was left was this old pirate's hat and eye patch.

(Adapted from Chalk in Hand: The Draw and Tell Book by Phyllis Noe Pflomm)

ADDITIONAL IDEAS

1. Plan a treasure hunt. Give out clues and send children individually or in groups from clue to clue until they find the treasure. Gold wrapped chocolate coins in a small canvas bag make an appropriate, and delicious, treasure.

2. Many people hunt for buried "treasures" as a hobby using metal detectors to locate coins, jewelry, and scrap metals. See if someone in your community does this and invite them to be a speaker.

3. Read "The Letter" by Edgar Allan Poe, then play the "Eye Spy" guessing game. Pick out something in the room and let each child ask a question until the object is located.

4. Have the children make a list of the many places in your community where you might hide a treasure. Ask your local history expert to retell any tales or legends of treasure in your area (if applicable) or contact your local storytelling guild.

5. Cut a paper plate in half to form two half circles. Paint one half black for a pot, then paint small pebbles gold and glue them along the top to represent gold (or use gold-tone paper). Color a rainbow on the other half of the paper plate. Place on the bulletin board.

6. There are many ways for children to make necklaces. Use dry cereals, buttons, plastic foam, or macaroni and yarn or string. Let each child make a valuable piece of jewelry. This works well with preschool and younger elementary children.

WEEK SEVEN
I'VE GOT A SECRET

Detectives and spies use written and spoken codes, secret languages, and disguises as part of their activities.

Cryptography is the science of secret writing. Whenever people need to communicate but don't want anyone else to be able to understand their message, they use codes or ciphers. If a message is intercepted it makes no sense. If you think about it, even the Dewey Decimal System can be used as a code.

CODE FACTS

Did you know...

During World War I, a German foreign minister sent a coded cable to Mexican officials promising to give the states of Arizona, Texas, and New Mexico to Mexico if that country would join the war and fight against the United States. The U.S. had been reluctant to enter the war until the cable was intercepted and decoded.

Julius Caesar used shift ciphers to encode secret messages. (A shift cipher "shifts" the letters to mix up the alphabet.

The Japanese used two codes during World War II. One was a very easy, worthless cipher but the other was very complex and sophisticated. U.S. cryptanalysts broke the PURPLE code and the Chicago Tribune printed that information. The Japanese refused to believe we had broken their code and continued to send secrets without changing the code for the rest of the war.

Thomas Jefferson invented a "wheel cypher" to scramble the alphabet and encode messages. A 25-wheel version was used by the U.S. Army.

Leon Battista Alberti is known as "the father of Western cryptology." His Alberti disk is one of the best known and, invented in the 15th Century, one of the oldest coding devices.

During World War II, Navaho Indian soldiers used their own language as a secret language. They were able to openly shout commands without the enemy every breaking the code.

INVISIBLE INK

"The Gold Bug" by Edgar Allan Poe includes several types of secret codes, including invisible ink. Watch the movie or read the story, then let the children write messages in invisible ink. Lemon juice or milk both make great invisible inks. Write by dipping a quill or pointed stick into the "ink." To read the message written with lemon juice, hold the paper over a light bulb for a few seconds until the lemon juice darkens to reveal the message. To read the message written in milk, scrape pencil lead over the paper. The graphite will stick more heavily to the fat in the dried milk allowing the message to be read..

REBUS WRITING

The rebus is a form of riddle which uses picture and symbols as substitutes for words, syllables, and sounds. It was inspired by Egyptian hieroglyphic writing. A set of twenty-six rebus rubber stamps is available from Kidstamps (see "Commercial Suppliers"). Pick a few for your use and use by the kids. Alphabet letters can be added to or subtracted from rebus symbols; they can stand for sound-alike words; or they can stand for a related word. Let the kids brainstorm a list of words which can be represented by symbols. Be sure to read Bunny Rabbit Rebus by David Adler or one of the other rebus stories. If you are publishing a summer reading club newsletter, include some of the puzzles.

PIG LATIN

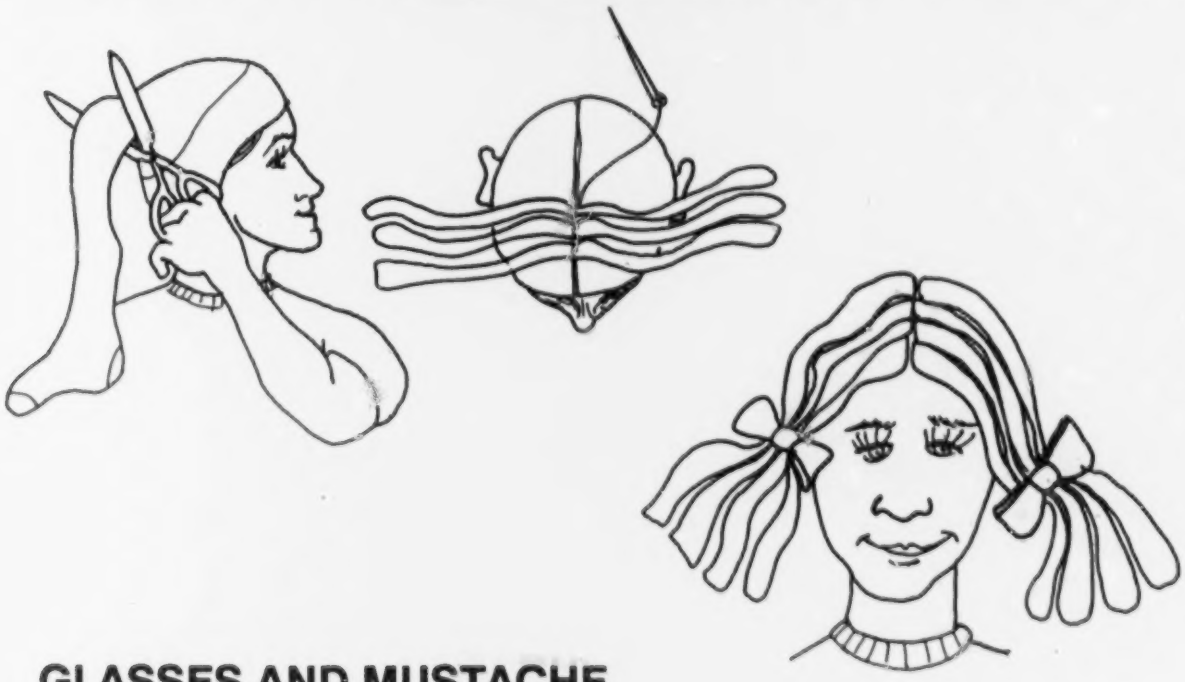
Pig Latin is one of the easiest secret languages to learn. Move the first letter in a word to the end of the word, then say "ay." If the word starts with a vowel, don't move anything, just add "way." If the word starts with two consonants, move them both to the end of the word and add "ay." Ex. Ead-ray e-thay at-cay's elbow-way or-fay ore-may ideas-way. (Read The Cat's Elbow by Alvin Schwartz for more ideas.)

MAKE A WIG

(For older children only)

Materials: Pantyhose; crepe paper; needle and thread.

Procedure: Put the pantyhose on your head and tie the legs together tightly. Cut the legs off. Cut narrow strips of crepe paper. Pull the strips along the edge of your scissors to curl them. Sew the curls onto the pantyhose with two or three stitches on each strip. (For more wig and disguise ideas see Make-up and Costumes by Cameron Yerian.)



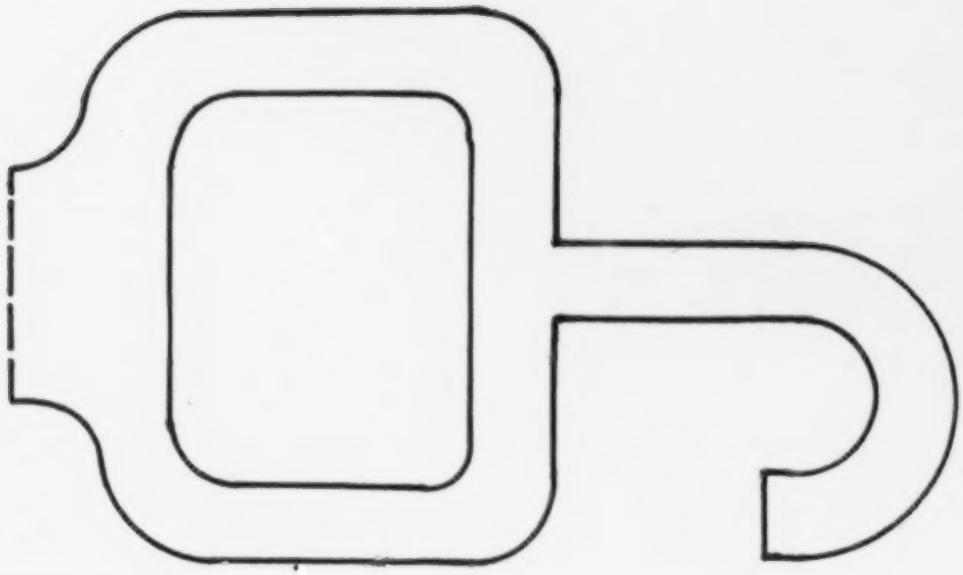
GLASSES AND MUSTACHE

Materials: Oak tag; scissors; clear or colored cellophane; tape.

Procedure: Trace pattern onto oak tag. Cut out. Tape clear or colored cellophane over the opening in the glasses.

(Glasses can also be made from the plastic holders from six-packs of soda. Cut holder in thirds, wrap pipe cleaners on each side of the pair of circles. Bend pipe cleaners around ears.)

GLASSES AND MUSTACHE



JOKE BREAK

Why did the secret agent whisper "1, 2, 3, 4...?"

He was a counter spy.

Why did the secret agent take two asprins and go to bed?

Because he had a code in his head.

What code message is the same from left to right, right to left, upside down and right side up?

S.O.S.

MORSE CODE

Prepare code sheets for each person. Make up your own puzzles for the children to solve. (Suggestion: Encode book titles, messages about joining the reading club, or information about upcoming programs.)

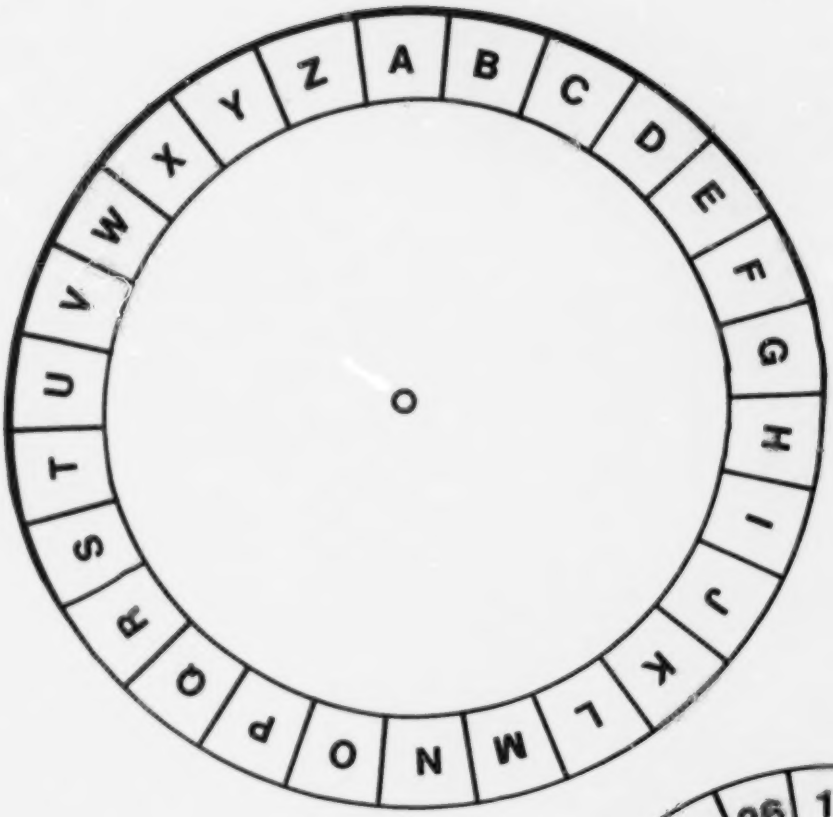
Morse code can be found in World Book Encyclopedia and on page 34 of the TRAILBLAZERS, STARGAZERS PROGRAM GUIDE (1988 Texas Reading Club).

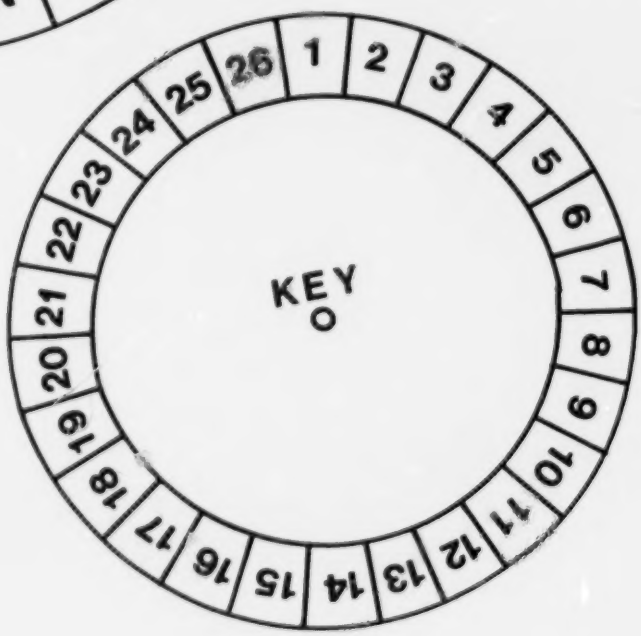
SECRET CODES

Many books of secret codes are available. Reproduce some on sheets of paper then write out messages. Let children "race" to decipher the messages.

Substitution codes are the easiest. Try substituting a number for a letter using the activity sheet provided. Connect the smaller circle to the larger circle with a brass brad. Decide which number will substitute for the letter "A"; the other letters will line up for easy coding and deciphering.

SECRET CODES

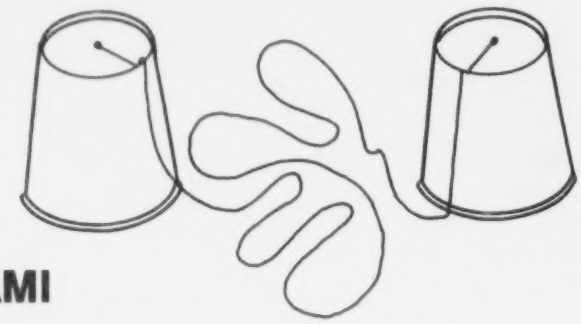




COMMUNICATIONS LINE

Materials: paper cups (2 per child); string; scissors.

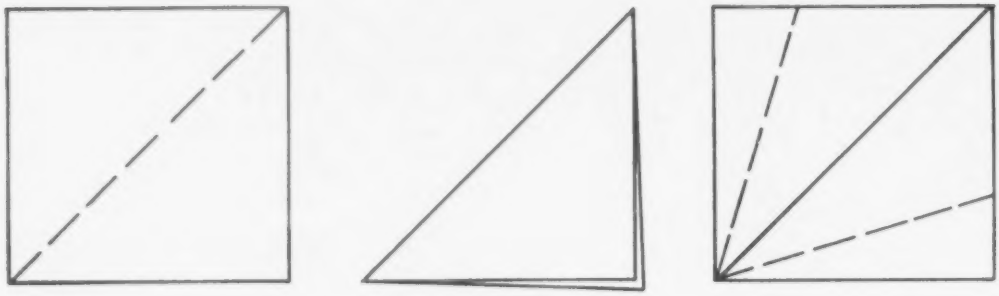
Procedure: Punch a hole in the bottom of each paper cup. Insert string through hole and knot. Pull the string tight. One child talks into cup while the other listens.

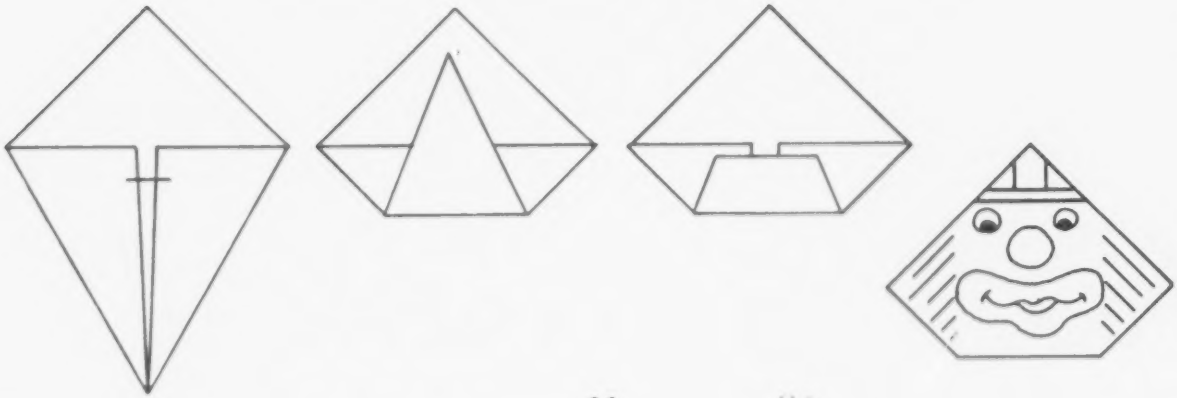


CLOWN DISGUISE ORIGAMI

Materials: Origami paper; colored pencils.

Procedures: Fold as indicated. Add features.





ADDITIONAL IDEAS

1. Secret agents visit many foreign places. Bring in postage stamps from other countries and invite children to make up stories about the sender. Large packets of inexpensive foreign stamps are available at stamp dealers, variety stores, and hobby shops.

2. Secret agents need disguises; ask someone from the theater department at your local college or local theater group to demonstrate make-up techniques.

3. Secret agents travel to exotic places. Design postcards for places you would like to visit. Draw or glue pictures onto tagboard. Pictures from old "National Geographic" magazines will provide lots of material you can use. Also cut up old notecards and greeting cards.

4. Braille is basically a code. Obtain samples of Braille from your local agency for the blind or the Texas State Library. Reproduce the Braille alphabet for each child to decipher.

5. Cover a piece of white drawing paper with a sheet of heavy waxed paper. Use a stylus or dried-cut ball-point pen to etch a design or write a message. Remove waxed paper. To make the invisible drawing appear, paint over the drawing paper with watercolor paint.

WEEK EIGHT
CRIME STOPPERS

MAKE A BANK

Materials: Empty can with a plastic lid; construction paper; scissors; crayons; rubber cement; knife.

Procedure: Have children wrap the paper around their can and cut to size allowing a little overlap. Draw a picture. Rubber cement the picture to the can. Cut a slit in the plastic cover (you may want to do this in advance). Hope no one breaks into your bank!

JOKE BREAK

If a thief falls into cement, what does he become?

A hardened criminal.

What is stolen candy?

Hot chocolate.

How can you be sure you have counterfeit money?

If it's a three-dollar bill, you can be sure.

THE SHERIFF OF ROTTENSHOT
BY JACK PRELUTSKY

Read this poem aloud as part of an activity program or as part of a storytime. Children might enjoy drawing their own picture of Jogalong Jim.

The sheriff of Rottenshot, Jogalong Jim,
wore a one-gallon hat with a ten-gallon brim.
He was short in the saddle and slow on the draw,
but he was the sheriff, his word was the law.

Jogalong Jim didn't know how to fight,
his boots were too big and his britches too tight,
he wasn't too bright and he wasn't too brave,
and he needed a haircut, a bath and a shave.

His rifle was rusty and couldn't shoot straight,
his bony old pony groaned under his weight.
The sheriff of Rottenshot, Jogalong Jim,
Was lucky that nobody lived there but him.

Reprinted From: The Sheriff of Rottenshot by Jack Prelutsky (Greenwillow, 1982)

TRAFFIC SIGN STICK "PUPPETS"

Read Harriet Reads Signs and More Signs by Betsy Maestro. Make these simple craft-stick signs to use with creative dramatics, as party favors, or for use with puppets. If possible, walk around the neighborhood to observe the different types of traffic signs. Otherwise be sure to have samples of properly colored and worded signs.

Materials: Craft sticks; patterns; construction paper; crayons; scissors; glue.

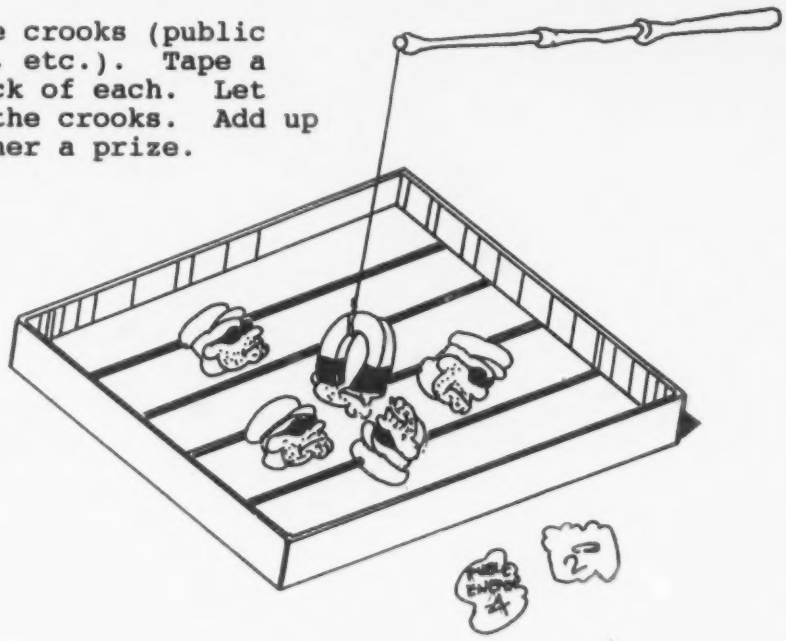
Procedure: Trace patterns onto construction paper. Write proper wording and draw proper symbols onto sign. Glue to craft stick.

CATCH A CROOK GAME

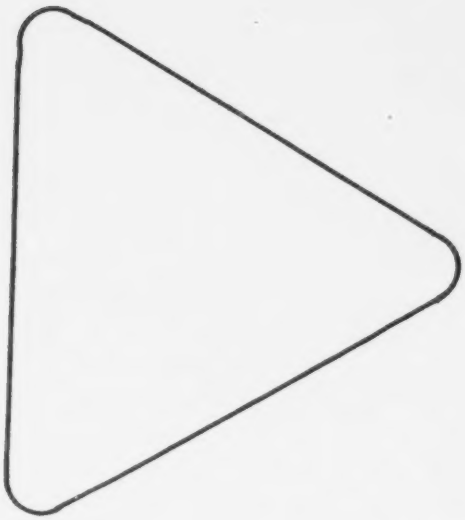
(Good for Preschoolers)

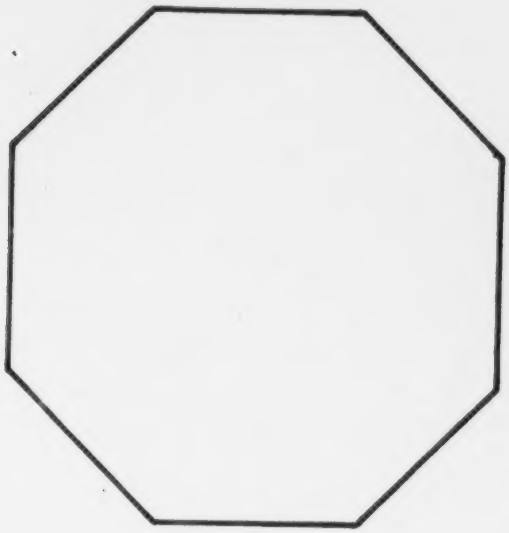
Materials: Several "crooks" (pattern on page 72); paper clips; magnet tied to a stick.

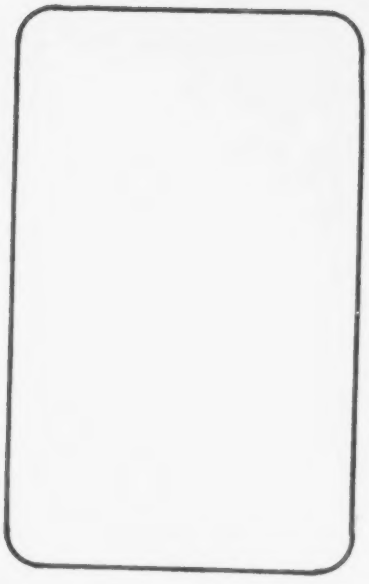
Procedure: Label the crooks (public enemy number 1, 2, 3, etc.). Tape a paper clip on the back of each. Let children "fish" for the crooks. Add up score. Give the winner a prize.

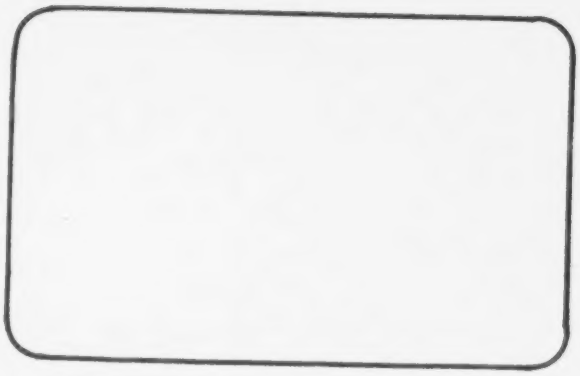


TRAFFIC SIGN STICK PUPPET PATTERNS









CROOK PATTERN

I KNOW MY TELEPHONE NUMBER

(Good for Preschoolers)

Every child should know his or her telephone number and how to use the telephone. Reproduce the telephone worksheet for each child. Write their number in the box above the numbers. Have them cut out the numbers and paste them on the telephone. Color the sheet.

ADDITIONAL IDEAS

1. Invite a banker to discuss how to detect counterfeit money.

2. Ask your local police department or Operation Child Find to fingerprint children.

3. Have a speaker from Neighborhood Crime Watch explain how kids can help prevent crime in their community.

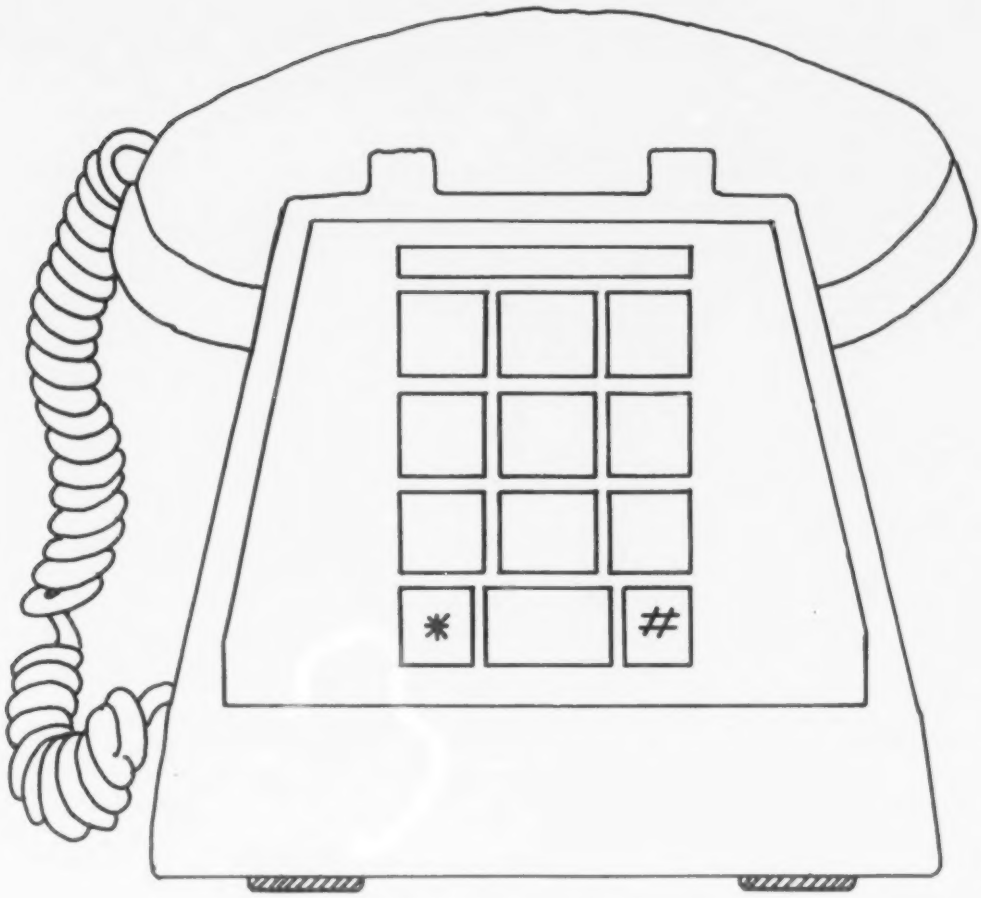
4. Irving ISD and Irving Public Library invited a police investigator to discuss the differences between real police investigations and fictional experiences. Children asked questions about kidnapping, fingerprinting, and methods of police investigation.

5. Read Ellen Raskin's Nothing Ever Happens on My Block. Hand out paper and pencil. Encourage the children to become more aware of what is happening around them by writing down what happens on their block during a particular time period. Share at the next program or post on the bulletin board.

6. Play "Green Light, Red Light." One player is chosen to be "it." The others line up about twenty feet away. "It" turns her back to the group and says "green light." Players start to run towards "it" who is counting to ten. When "it" calls "red light" runners must freeze. Anyone caught still moving goes back to the starting line. Game continues until the first child tags "it" before she yells "red light." Tagger becomes the new "it."

7. If you didn't do the "Police Officer Paper Bag Puppet" in Week Three do so now.

I KNOW MY TELEPHONE NUMBER



1	ABC 2	DEF 3	GHI 4	JKL 5
MNO 6	PRS 7	TUV 8	WXY 9	OPERATOR 0

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History of the Texas lawmen from frontier times to the present and their special role in Texas law enforcement.

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Super spy Hector is scornful of a cat rescue plan until it lands him and his friends in a smuggling operation.

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New adventures of the "Three Investigators". A stolen car leads to a rock band involved in illegal activities.

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Asimov, Isaac. Disappearing Man & Other Mysteries. Walker, 1985. Gr. 3-5.
Larry finds solutions to several mysteries which have the professionals baffled.

Asimov, Isaac. Key Word and Other Mysteries. Camelot, 1979. Gr. 2-6
Larry's detective skills help him solve several mysteries.

Atkinson, Linda. Incredible Crimes. Watts, 1980. Gr. 3-6.
Five notorious crimes, including the Great Train Robbery, are detailed.

Avi. Who Stole the Wizard of Oz? Knopf, 1981. Gr. 3-6.
When she's falsely accused of stealing a rare children's book, Becky and her twin brother decide to track down the real thief.

Babbitt, Natalie. Goody Hall. Farrar, Straus & Giroux, 1971. Gr. 5-7.
An actor turned tutor and his young student become involved in an adventure with Gypsies, jewels, and a stranger.

Baker, Betty. Night Spider Case. Macmillan, 1984. Gr. 5-8.
The search for hidden treasure leads to adventure, humor, and mystery in 1890's New York City.

Baker, Eugene. At the Scene of the Crime. Childrens, 1980. Gr. 2-6.
Investigative techniques used at crime scenes are explained.

Baker, Eugene. In the Detective's Lab. Childs World, 1980. Gr. 2-6.
A look at how an investigator handles fingerprints, ballistic tests, and artist's sketches.

Baker, Eugene. Master of Disguise. Childs World, 1980. Gr. 2-6.
Learn some of the secrets of tailing a suspect, observing people, and disguising yourself.

Baker, Eugene. Shadowing the Suspect. Childs World, 1980. Gr. 2-6.
Tips on tracking and covering your own trail.

Baker, Eugene. Spotting the Fakes-Forgeries and Counterfeits. Childrens, 1980. Gr. 2-6.
Methods used to detect fake money, documents, and handwriting.

Baker, Will. Chip. Harcourt, 1979. Gr. 6-8.
A young cowboy becomes involved in a murder investigation.

Ballard, Robert D. Exploring the Titanic. Scholastic, 1988. Gr. 3-7.
A scientist searches for the most legendary of the lost ships.

Bartholomew, Barbara. Great Gradepoint Mystery. Macmillan, 1983. Gr. 4-6.
Ricky is convinced that a someone is tampering with the school computer.

Baylor, Byrd. Your Own Best Secret Place. Scribner, 1979. PreS-Gr. 1.
A girl finds notes in a hollow at the foot of an old tree.

Beatty, Patricia. Coach that Never Came. [illegible], 1985. Gr. 4-6.
$40,000, a jewel-studded belt buckle, and a vanishing stagecoach are the pieces to a 110-year-old puzzle.

Bellairs, John. House with the Clock in Its Wall. Dial, 1973. Gr. 4-7.
A big, mysterious house has a clock which is programmed to end the world.

Benchley, Nathaniel. Strange Disappearance of Arthur Cluck. Harper, 1979. Gr. 1-3.
Owl searches for a missing chick.

Bennett, Jay. Birthday Murderer. Dell, 1980. Gr. 7-9.
Shan receives a birthday card saying "Happy Birthday, Murderer" in his own handwriting and begins to recall a childhood tragedy.

Bennett, Jay. Dangling Witness. Delacorte, 1974. Gr. 5-7.
Matt is the only witness to a murder and now his life may be in danger. Edgar award winner, 1976.

Bennett, Jay. Long Black Coat. Delacorte, 1973. Gr. 7-9.
Because of an envelope of stolen money, four people are murdered. Edgar award winner, 1975.

Bennett, Jay. Say Hello to the Hit Man. Dell, 1981. Gr. 6-9.
Someone wants to kill Fred and he's not certain it isn't his gangster father.

Berends, Polly. Case of the Elevator Duck. Random House, 1973. Gr. 2-4.
A young boy searches for the owner of a duck which appears in his apartment building.

Berger, Gilda. Bizarre Murders. Simon and Schuster, 1983. Gr. 5-7.
Accounts of historical and contemporary murders, including Jack the Ripper and Charles Manson. Companion volume, Bizarre Crimes.

Berger, Melvin. Police Lab. Harper, 1976. Gr. 4-6.
Explains how detective-scientists use research techniques in their investigations.

Bethancourt, T. Ernesto. Doris Fein: Mad Samurai. Holiday, 1981. Gr. 6-8.
Doris Fein and her friend, a homicide detective, investigate a brutal murder in San Francisco. (Series)

Bethancourt, T. Ernesto. Doris Fein: Phantom of the Casino. Holiday, 1981. Gr. 6-8.
A series of mysterious accidents lead Doris Fein in pursuit of a deranged phantom. (Series)

Blassingame, Wyatt. Science Catches the Criminal. Dodd, Mead, 1975. Gr. 5-8.
Case histories are used to show the increasing importance science plays in criminal investigations.

Bonham, Frank. Mystery of the Fat Cat. Dutton, 1968. Gr. 6-9.
If they can prove that Buzzer, a cat, is dead, the Boy's Club will inherit a fortune.

Bonner, M.G. Real Book about Crime Detection. Doubleday, 1957. Gr. 4-7.
Anecdotes and history of detection agencies and other aspects of law enforcement.

Bonsall, Crosby. Case of the Hungry Stranger. Harper, 1963. Gr. K-2.
Four boys form a detective agency. "An I Can Read Mystery."

Boy Scouts of America. Fingerprinting. Boy Scouts of America, n.d. Gr. 2-6.
Merit badge guide includes history of fingerprinting and how to take them.

Brady, Esther W. Toliver's Secret. Avon, 1986. Gr. 3-6.
A ten-year-old girl must smuggle a message through Redcoat lines disguised as a boy.

Brandel, Marc. Mystery of the Kidnapped Whale. Random, 1983. Gr. 4-7.
After attempting to help a beached whale, the "Three Investigators" wind up searching for sunken treasure. (Series)

Branscum, Robbie. Cameo Rose. Harper, 1989. Gr. 7-9.
A 14-year-old girl helps her sheriff grandfather find out who killed Homer Satterfield.

Branscum, Robbie. Murder of Hound Dog Bates. Viking, 1982. Gr. 4-6.
Sassafras Bates investigates the murder of his beloved dog.

Brenford, Dana. Case of Poison. Crestwood House, 1988. Gr. 4-6.
Twins Jason and Peter and their stepsister Kim suspect illegally-dumped chemicals may be the reason for Kim's illness.

Brenner, Barbara. Mystery of the Disappearing Dogs. Knopf, 1982. Gr. 3-5.
When their dogs disappear, two kids turn detective.

Brett, Simon. Three Detectives & the Knight in Armor. Macmillan, 1987. Gr. 5-8.
Someone is trying to steal a medieval suit of armor from an old castle.

Broekel, Ray. The Moustache Pickpocket. Carolrhoda, 1980. Gr. 1-4.
Three kids identify a pickpocket in this "high/low" mystery.

Brookins, Dana. Alone in Wolf Hollow. Houghton Mifflin, 1978. Gr. 5-7.
Two young orphans find the body of a murdered waitress.

Brooks, Walter. Freddy the Detective. Knopf, 1932. Gr. 3-5. After reading about Sherlock Holmes, a pig turns detective.

Brunhoff, Laurent de. Babar's Mystery. Random, 1978. PreS-Gr. 2.
The Babar family matches wits with a gang of thieves while on vacation.

Bunting, Eve. Jane Martin, Dog Detective. Harcourt, 1984. Gr. K-2.
Jane looks for clues, checks pawprints, and tails suspects to find lost dogs.

Bunting, Eve. Skate Patrol. Whitman, 1980. Gr. 2-5.
A pair of roller skating detectives track down the Creep Thief who is stealing from old ladies.

Bunting, Eve. Someone is Hiding on Alcatraz Island. Clarion, 1984. Gr. 4-6.
A young boy is trapped in a prison cell block by the toughest gang in San Francisco.

Burns, Marilyn. Book of Think. Little, Brown, 1976. Gr. 5-7.
Puzzles to develop logical thinking and problem solving skills.

Butler, Beverly. Ghost Cat. Dodd, Mead, 1984. Gr. 4-6.
A mysterious cat draws Annabel into an unsolved mystery.

Butler, William. Young Detective's Handbook. Little, Brown, 1981. Gr. 3-6.
A handbook of crime detection ideas and activities, including how to organize a detective club.

Butterworth, W.E. LeRoy and the Old Man. Scholastic, 1982. Gr. 7-9.
LeRoy witnesses a mugging and must make a decision about speaking up or remaining safe and silent.

Cameron, Ann. Julian, Secret Agent. Random, 1988. Gr. 2-4.
A look at the post office's "most wanted lists" sets Julian and his best friend on a crimebusting career.

Carkeet, David. Silent Treatment. Harper, 1989. Gr. 6-8.
Ricky tries to decipher the clues for this year's Sierra Days Gold Rush--Ragtown's annual grand-scale hunt with a $2000 prize.

Carle, Eric. Secret Birthday Message. Harper, 1986. PreSchool.
A message in code starts a search for hidden treasure.

Carleton, Barbee O. The Witches' Bridge. Holt, 1967. Gr. 4-8.
The salt marsh masks danger as 13-year-old Dan Pride is drawn into a mystery.

Carroll, Sidney B. You Be the Judge. Lothrop, 1971. Gr. 3-5.
Thirteen famous legal cases are discussed, then readers make their own decision on the verdicts.

Cavanna, Betty. Stamp Twice for Murder. Morrow, 1981. Gr. 6-8.
The Burgundy countryside of France provides an exotic setting for an American girl to solve an old murder.

Cawthorne, W.A. Who Killed Cockatoo? Farrar, Straus & Giroux, 1988. PreS-Gr. 2.
Traditional rhyme adapted for Australian characters.

Chittenden, Margaret. Mystery of the Missing Pony. Garrard, 1980. Gr. 2-4.
When his performing circus pony is stolen, Mike is determined to track down the thief.

Christelow, Eileen. Robbery at the Diamond Dog Diner. Clarion, 1986. PreS-Gr. 2.
Lola hides her diamonds inside empty egg shells when jewel thieves are reported in town.

Christian, Mary Blount. Dead Man in Catfish Bay. Whitman, 1985. Gr. 3-6.
A teenager gets caught in the turmoil when tension between local fisherman leads to murder.

Christian, Mary Blount. Doggone Mystery. Whitman, 1980. Gr. 1-3.
Three children and a rambunctious dog solve a series of local household robberies.

Christian, Mary Blount. Phantom of the Operetta. Dutton, 1987. Gr. 2-5.
Fenton P. Smith and his friend, Gerald, the Determined Detectives, solve a mystery involving a local theater production. (Series)

Christian, Mary Blount. Sebastian (Super Sleuth) & the Time Capsule Caper. Macmillan, 1989. Gr. 3-5.
Sebastian crashes a party and becomes involved in the investigation of a theft.

Clark, Margaret G. Latchkey Mystery. Dodd, Mead, 1985. Gr. 3-5.
Miranda and Adam set up a neighborhood watch to find out who's breaking into their homes.

Clark, Margaret Goff. Who Stole Kathy Young. Scholastic, 1983. Gr. 4-7.
Meg and her friends set out to find clues leading to Kathy and her kidnappers.

Clifford, Eth. Dastardly Murder of Dirty Pete. Houghton Mifflin, 1981. Gr. 2-5.
A mysterious rider leads two sisters into an abandoned mine as they solve the mystery of Dirty Pete's murder.

Clifford, Eth. Harvey's Marvelous Monkey Mystery. Simon & Schuster, 1988. Gr. 3-6.
Harvey and his cousin Nora must contend with a sinister stranger lurking in the bushes.

Clifford, Eth. Help! I'm a Prisoner in the Library. Houghton Mifflin, 1979. Gr. 3-6.
Mary Rose and Jo-Beth are trapped in the library during a blizzard.

Clifford, Eth. Just Tell Me When We're Dead! Houghton Mifflin, 1983. Gr. 3-6.
Mary Rose and Jo-Beth search a supposedly deserted amusement park for their lost cousin.

Clifford, Sandy. The Roqueford Gang. Houghton Mifflin, 1981. Gr. 3-6.
A ragged trio of mice attempts a daring rescue when Nicoles' twins are kidnapped.

Climo, Shirley. T. J.'s Ghost. Crowell, 1989. Gr. 7-9.
A mystery slowly unfolds on the beach when T.J. meets a young, ghostly boy.

Cobb, Vicki. How to *Really* Fool Yourself. Lippincott, 1981. Gr. 4-6.
Demonstrations and explanations illustrate ways the senses can be fooled.

Cohen, Daniel. Famous Curses. Dodd, Mead, 1979. Gr. 4-6.
Stories include the curse of King Tut's tomb and the Hope Diamond curse.

Cohen, Daniel. Hiram Bingham and the Dream of Gold. Evans, 1984. Gr. 4-8.
Biography of the adventurer who discovered the lost city of the Incas. Bingham is thought to be the model for "Indiana Jones."

Cohen, Daniel. Mystery of the Faded Footprint. Carolrhoda, 1979. Gr. K-3.
Ruthann and her sister Polly foil a wallet thief in this clever puzzler.

Cole, Brock. Pumpkinville Mystery. Simon & Schuster, 1987. Gr. 1-3.
A mysterious stranger arrives on Halloween.

Cook, Fred. City Cop. Doubleday, 1979. Gr. 4-6.
The true story of a young cop's first year on the New York City force.

Cook, Fred. The Pinkertons. Doubleday, 1974. Gr. 4-8.
History and details of some of the detective agency's most famous cases.

Cool, Joyce. Kidnapping of Courtney Van Allen & What's-Her-Name. Knopf, 1981. Gr. 4-7.
Two 12-year-old girls, one rich and famous, the other not, are kidnapped with outrageous results.

Corbett, Scott. Cutlass Island. Little, Brown, 1962. Gr. 4-6.
Skip and Harvey are hired to spy on the island's caretaker. Edgar Award winner, 1962.

Corbett, Scott. Dead Before Docking. Little, Brown, 1972. Gr. 3-5.
A young boy lip-reads part of a shipboard telephone conversation involving a murder.

Corbett, Scott. Disappearing Dog Trick. Little, Brown, 1963. Gr. 3-5.
Kerby and Fenton try to find their lost dog.

Corbett, Scott. Grave Doubts. Little, Brown, 1982. Gr. 3-7.
Wally and Les turn detective following an unusual meeting with an elderly man who dies shortly thereafter.

Corcoran, Barbara. Person in the Potting Shed. Atheneum, 1980. Gr. 4-7.
Two children discover a murder on a Southern plantation.

Corcoran, Barbara. You're Allegro Dead. Macmillan, 1981. Gr. 3-7.
Someone will go to any lengths to keep Camp Allegro from reopening.

Coren, Alan. Arthur the Kid. Little, Brown, 1977. Gr. 3-6.
A trio of bumbling thieves advertise for a new boss and wind up with a ten-year-old boy. (Series)

Coren, Alan. Arthur and the Great Detective. Little, Brown, 1979. Gr. 3-6.
Arthur joins forces with Sherlock Holmes to find a missing manuscript.

Cowen, Ida. Spy for Freedom. Dutton, 1984. Gr. 4-8.
Biography of Sarah Aaronsohn who, during World War I, led an espionage group whose goal was to free Palestinian Jews from the oppression of Turkish rule.

Cox, Mi[illegible] The Texas Rangers. Eakin, 1989. Gr. 4-7.
History [illegible] the legendary lawmen.

Craig, M.F. Mystery at Peacock Place. Scholastic, 1986. Gr. 4-6.
An eccentric old woman is being held hostage and young Hobie Morgan must rescue her.

Cromwell, Liz. Finger Frolics. Partner Press, 1983. Adult.
Fingerplays on a variety of topics to teach rhythm and language skills to young children.

Cummings, Richard. Be Your Own Detective. McKay, 1980. Gr. 4-6.
Complete instructions for young readers on all aspects of criminal investigation.

Cushman, Doug. Aunt Eater Loves a Mystery. Harper, 1987. Gr. K-3.
An anteater who loves mystery stories always thinks something suspicious is happening.

D'Ignazio, Fred. Chip Mitchell: the Case of the Robot Warriors. Dutton, 1984. Gr. 3-6.
Test your skills as a sleuth against a young computer whiz.

Dank, Milton. Computer Game Murder. Delacorte, 1985. Gr. 4-6.
While playing a computer game, Larry receives a message that his playing partner is in trouble.

Dank, Milton. Treasure Code. Delacorte, 1985. Gr. 4-6.
Six junior high friends search for a valuable dragon's ring hidden somewhere in Philadelphia.

Dank, Milton and Gloria. Computer Gang. Delacorte, 1983. Gr. 4-6.
Five members of the Galaxy Gang try to prove that a friend's father lost his money to a crooked investor.

Dautrich, Jack. Big City Detective. Lodestar, 1986. Gr. 7-9.
Describes the techniques used to solve crimes and the skills required to be a detective.

DeClements, Barthe. Five-Finger Discount. Delacorte, 1989. Gr. 5-7.
A fifth-grader, afraid that his classmates will find out his father is in prison, steals to be accepted.

Demi. Demi's Find the Animal ABC. Grosset & Dunlap, 1985. PreS-Gr. 1.
Test your powers of observation by finding the hidden animals.

Dexter, Catherine. Mazemaker. Morrow, 1989. Gr. 4-7.
Blends fantasy and suspense as Winnie can't return from the 19th Century until she solves the maze.

Dicks, Terrance. Baker Street Irregulars in the Case of the Ghost Grabbers. Dutton, 1980. Gr. 4-6.
Four young detectives investigate a crime from the past and an anticipated crime. (Series)

Dixon, Franklin W. Hardy Boys Detective Handbook. Grosset & Dunlap, 1972. Gr. 4-7.
True crime stories are used to illustrate how Frank and Joe Hardy use police technology while tracking down criminals.

Doty, Roy. Eye Fooled You. Macmillan, 1983. Gr. 1-6.
Optical illusions.

Downing, Warwick. Kid Curry's Last Ride. Orchard Books, 1989. Gr. 4-6.
An elderly outlaw joins with a lawyer's son to rob a bank in 1935 Wyoming.

Du Bois, William Pene. Alligator Case. Harper, 1965. Gr. 3-5.
Three dastardly thieves use a small-town circus as cover for their crime, while a boy detective uses several disguises to solve the case.

Duncan, Lois. Don't Look Behind You. Delacorte, 1989. Gr. 6-9.
When her father enters a witness protection program, April must leave everything she has known behind.

Duncan, Lois. I Know What You Did Last Summer. Little, Brown, 1973. Gr. 6-8.
Several teenagers are involved in a hit-and-run accident.

Duncan, Lois. They Never Came Home. Avon, 1980. Gr. 6-8.
Two boys go camping and never return.

Dunlop, Eileen. Clementina. Holiday, 1987. Gr. 6-9.
A summer holiday in Scotland leads to mystery and suspense.

Ecke, Wolfgang. Bank Holdup. Prentice Hall, 1985. Gr. 3-6.
Twelve cases, coded for difficulty level, for readers to solve.

Ecke, Wolfgang. Face at the Window. Prentice-Hall, 1978. Gr. 5-8.
Fifteen short stories with clues to solve the mysteries.

Emert, Phyllis. Law Enforcement Dogs. Crestwood House, 1985. Gr. 5-6.
How dogs are trained to help police officers track criminals and drugs.

Emert, Phyllis. Search & Rescue Dogs. Crestwood House, 1985. Gr. 5-6.
How bloodhounds and other dogs are trained to find missing and endangered people.

Erickson, John. Hank the Cowdog. Maverick, 1983. Gr. 3-6.
The canine "head of ranch security" investigates a murder. (Series)

Farley, Walter. Black Stallion Mystery. Random, 1957. Gr. 4-6.
Alec investigates when three colts seem to have been sired by a horse thought to have died years earlier.

Fenton, Edward. Phantom of Walkaway Hill. Doubleday, 1961. Gr. 4-6.
While snowbound, James investigates a mystery involving a nervous collie, a power failure, and footprints in the snow. Edgar award winner, 1963.

Finlay, Winifred. Danger at Black Dyke. Phillips, 1968. Gr. 4-6.
Secret agents draw Bud and his friends into a game of foreign intrigue. Edgar award winner, 1971.

Fitzhugh, Louise. Harriet the Spy. Harper, 1964. Gr. 4-6.
Harriet finds that spying on her friends can lead to problems.

Fitzhugh, Louise. Long Secret. Harper, 1965. Gr. 4-6.
Harriet investigates a series of anonymous notes.

Fleischman, Paul. Phoebe Danger, Detective, in the Case of the Two-Minute Cough. Houghton Mifflin, 1983. Gr. 2-5.
Phoebe's first case involves a missing bottle of cough syrup.

Fleischman, Sid. Bloodhound Gang in the Case of the Secret Message. Random, 1981. Gr. 2-4.
The Bloodhound Gang deciphers a secret message and tracks down a smuggling ring. (Series)

Fleischman, Sid. Ghost in the Noonday Sun. Greenwillow, 1963. Gr. 4-6.
A rollicking tale of buried treasure and pirates.

Fleischman, Sid. Ghost on Saturday Night. Little, Brown, 1974. Gr. 4-6.
A traveling show is the cover for a bank robbery in Golden Hill, California.

Fooner, Michael. Inside Interpol. Coward, McCann, 1975. Gr. 3-5.
Explains the history and workings of this international criminal investigation organization.

Forrest, Sandra. Wacky Wearables. Harper, 1989. Gr. 2-6.
Forty-eight page foldout of thirty cut-outs of outlandish neckties, glasses, and other imaginative outfits.

Fowler, Zinita. Ghost Stories of Old Texas. Eakin, 1983. Gr. 3-8.
Includes several stories of buried or missing treasure in Texas.

Galbraith, Kathryn. Something Suspicious. Macmillan, 1985. Gr. 3-6.
Two girls attempt to track down a bank robber.

Garden, Nancy. Mystery of the Midnight Menace. Farrar, Straus & Giroux, 1988. Gr. 4-6.
Brian suspects foul play when dead pigeons begin to appear on the sidewalk in front of his house.

George, Jean Craighead. Who Really Killed Cock Robin? Dutton, 1971. Gr. 4-7.
Tony and his friends solve an ecological mystery.

Giff, Patricia. Case of the Cool-Itch Kid. Dell, 1989. Gr. 3-5.
Even without her trusty detective kit, Dawn sets out to find a thief at camp.

Giff, Patricia. Have You Seen Hyacinth Macaw? Delacorte, 1981. Gr. 4-6.
Two young detectives do some crazy things trying to solve their case.

Giff, Patricia. Loretta P. Sweeny, Where Are You? Delacorte, 1983. Gr. 4-6.
Abby finds a wallet which may belong to a murderer.

Gleeson, Libby. I Am Susannah. Holiday House, 1989. Gr. 4-6.
Susie tries to discover the truth about the mysterious Blue Lady who occupies an old house.

Goldman, Kelly. Sherlick Hound and the Valentine Mystery. Whitman, 1989. Gr. 3-5.
Sherlick uses logic to find out who stole Princess Penelope Poodle's ruby studded collar.

Griffin, Judith. Phoebe and the General. Coward, McCann, 1977. Gr. 2-4.
Phoebe foils a plot on General Washington's life.

Guy, Rosa. Disappearance. Delacorte, 1979. Gr. 7-9.
Imamu becomes a suspect in the disappearance of a young girl.

Haas, Dorothy. To Catch a Crook. Clarion, 1988. Gr. 2-6.
Gabby O'Brien dresses up as a private eye for Career Day and quickly finds herself immersed in real cases.

Haas, E.A. Incognito Mosquito. Lothrop, 1982. Gr. 3-5.
A pun-filled private insective always gets his man.

Haines, Gail. Micromysteries. Dodd, Mead, 1988. Gr. 3-6.
True stories of scientific detection.

Haldane, Suzanne. Painting Faces. Dutton, 1988. Gr. 3-6.
Simple procedures for several face designs.

Hall, Lynn. Killing Freeze. Morrow, 1988. Gr. 6-9.
Following the murder of an elderly woman, Claire is concerned about the disruption of her father's business and the town's winter festival in this bloodcurdling mystery.

Hall, Lynn. Mystery of Pony Hollow. Garrard, 1978. Gr. 3-6.
A pony's skeleton locked in an abandoned shed leads Sarah on a search to discover where it came from.

Hall, Lynn. Mystery of the Caramel Cat. Garrard, 1981. Gr. 3-6.
A feline ghost leads Willie into a strange encounter in a secret room.

Hamilton, Virginia. House of Dies Drear. Macmillan, 1968. Gr. 4-8.
Children uncover the many secrets of the house which was once a station on the Underground Railroad.

Hamilton, Virginia. Mystery of Drear House. Greenwillow, 1987. Gr. 6-9.
Professor Small must decide what to do with the treasure found in Drear House. (Sequel)

Handford, Martin. Find Waldo Now. Little, Brown, 1988. PreSchool.
Test your powers of observation by trying to spot Waldo in the crowd.

Harris, Leon. Great Diamond Robbery. Atheneum, 1985. Gr. 1-3.
A mouse in the Neiman-Marcus department store foils a thief.

Hennessy, B.G. Missing Tarts. Viking, 1989. PreSchool.
Someone has stolen the Queen's tarts and all the nursery characters join the search for the culprit.

Heuck, Sigrid. Who Stole the Apples. Knopf, 1986. PreS-Gr. 1.
Pony and Bear search for thieves in this rebus story.

Hewett, Joan. Motorcycle on Patrol. Houghton Mifflin, 1986. Gr. 2-4.
A fascinating look at the elite and highly specialized motorcycle corps division of the highway patrol.

Hicks, Clifford B. Alvin's Secret Code. Holt, 1963. Gr. 4-6.
Twelve-year-old Alvin becomes adept at deciphering secret codes.

Hildick, E.W. Ghost Squad Breaks Through. Dutton, 1984. Gr. 6-9.
Four young ghosts team up with two live kids to solve and prevent crimes. (Series)

Hildick, E.W. Manhattan is Missing. Doubleday, 1969. Gr. 4-6.
A Siamese cat is stolen and held for ransom.

Hildick, E.W. McGurk Gets Good and Mad. Macmillan, 1982. Gr. 3-6.
Someone is sabotaging the McGurk Detective Agency's open house. (Series)

Hildick, E.W. Top-Flight, Fully-Automated Junior High School Girl Detective. Doubleday, 1977. Gr. 4-6.
Alison and her friends discover the identity of a credit card crook.

Hindley, Judy. Know How Book of Detection. EMC, 1978. Gr. 4-6.
Heavily illustrated introduction to the basic elements of crime detection, including international cooperation, police sketch artists, and interviewing witnesses.

Hitchcock, Alfred. Alfred Hitchcock's Solve Them Yourself Mysteries. Random, 1986. Gr. 6-9.
Test your skills against the master in this collection of short stories.

Hitchcock, Alfred. Alfred Hitchcock's Sinister Spies. Random, 1966. Gr. 4-8.
A collection of tales of intrigue and espionage by some of the best tale-tellers.

Hoban, Lillian. Case of the Two Masked Robbers. Harper, 1986. Gr. K-3.
Raccoon twins, Albert and Arabella, track down a thief.

Hooks, William. Read-A-Rebus. Random, 1986. PreS-Gr. 1.
Tales and rhymes in rebus.

Hope, Laura Lee. Double Trouble. Simon & Schuster, 1982. Gr. 2-5.
The Bobbsey Twins try to help a famous pianist whose daughter has been kidnapped. (Series)

Jovanec, Helen. Riddled With Puzzles. Scholastic, 1986. Gr. 2-6.
Codes, puzzles, and games to test your skills.

Howe, James. Bunnicula. Atheneum, 1978. Gr. 4-6.
Tale of a vampire bunny rabbit is told by Harold, the family dog and Chester, the cat. (Series)

Howe, James. Eat Your Poison, Dear. Macmillan, 1986. Gr. 4-6.
Sebastian Barth and three friends probe a school cafeteria poisoning. (Series)

Howe, James. Howliday Inn. Atheneum, 1982. Gr. 4-6.
Canine guests at Chateau Bow-Wow are disappearing so Harold and Chester do some detecting.

Howe, James. Stage Fright. Atheneum, 1986. Gr. 4-6.
Summer stock provides the stage for ominous accidents.

Hughes, Dean. Nutty & the Case of the Mastermind Thief. Macmillan, 1985. Gr. 4-6.
When school Christmas funds disappear from his locker, Nutty is pretty sure who the thief is, but finding proof is another matter. (Series)

Hurd, Thatcher. Mystery on the Docks. Harper, 1983. PreS-Gr. 2.
Ralph rescues a kidnapped opera singer.

Hutchins, Pat. Follow that Bus. Knopf, 1988. PreS-Gr. 2.
A busload of third graders go on a merry chase to trail two bank robbers.

Hutchins, Pat. Mona Lisa Mystery. Greenwillow, 1981. Gr. 4-6.
The third graders travel to Paris and become caught up in a mystery.

Johnston, Norma. Delphic Choice. Four Winds, 1989. Gr. 7-9.
A hint of romance is surrounded by political intrigue and terrorism in Turkey.

Jordan, Cathleen. Tales from Alfred Hitchcock's Mystery Magazine. Morrow, 1988. Gr. 6-8.
Twenty stories of mystery and intrigue.

Karlin, Bernie and Mati. Night Ride. Simon & Schuster, 1988. PreS-Gr. 1.
Billy finds the mysteries of the night to be exciting from the safety of his mother's car.

Kastner, Erich. Emil and the Detectives. Doubleday, 1930. Gr. 4-6.
An eleven-year-old boy comes up with a plan to catch a thief.

Katz, Marjorie. Fingerprint Owls and Other Fantasies. Lippincott, 1972. Gr. K-6.
Fingerprint art projects abound.

Keller, Charles. Grime Doesn't Pay. Simon & Schuster, 1984. Gr. 3-6.
Law and order jokes for the humor fan.

Kellogg, Steven. Mystery of the Stolen Blue Paint. Dial, 1982. PreS-Gr. 1.
Belinda's paint disappears.

Klein, Leonore. Mazes and Mysteries. Scholastic, 1982. Gr. 4-6.
A challenging collection of puzzles.

Konigsburg, E.L. From the Mixed-Up Files of Mrs. Basil E. Frankweiler. Atheneum, 1967. Gr. 4-6.
Two runaway kids attempt to discover the sculptor of a beautiful little angel they notice while hiding in the Metropolitan Museum.

Kraus, Robert. Phil the Ventriloquist. Greenwillow, 1989. Preschool.
When a robber descends on the family home, Phil's clever talent saves the day.

L'Engle, Madeleine. Dragons in the Waters. Farrar, Straus & Giroux, 1976. Gr. 5-7.
A mysterious Indian legend seems to curse a family.

Landon, Lucinda. Meg Mackintosh and the Mystery at the Medieval Castle. Joy Street Books, 1989. Gr. 2-3.
During a class trip, Meg witness a theft and must piece together clues to solve the crime.

Larrangaga, Robert. Famous Crimefighters. Lerner, 1970. Gr. 3-6.
Introduces readers to Francis Vidocq, a criminal who founded the French Surete, J. Edgar Hoover, and other crimefighters including Lex, a dog with uncanny tracking abilities.

Lauber, Patricia. Lost Star: The Story of Amelia Earhart. Scholastic, 1988. Gr. 3-6.
Biography of the aviatrix who disappeared without a trace while flying across the Pacific.

Lawrence, James. Binky Brothers, Detectives. Harper, 1986. Gr. 1-3.
Dinky and Pinky solve the mystery of the missing catcher's mitt.

Leonard, Constance. Marina Mystery. Dodd, Mead, 1981. Gr. 7-9.
Tracy James becomes suspicious about events on a yacht.

Lerangis, Peter. World War II Code Breaker. Bantam, 1989. Gr. 4-6.
"Choose-your-own adventure" style story requires readers to travel back in time to crack the enemy's code. Includes information on *Enigma*, *Purple*, and other famous codes.

Leroi-Gourhan, Andre. Hunters of Prehistory. Atheneum, 1989. Gr. 6-9.
Anthropologists are detectives of the past.

Levin, Betty. Keeping Room. Greenwillow, 1981. Gr. 5-7.
A series of uncanny events tangle the past and present.

Levy, Elizabeth. Case of the Gobbling Squash. Simon & Schuster, 1988. Gr. 2-4.
A magician's rabbit has disappeared for real and Kate is hired to find it.

Levy, Elizabeth. Case of the Mind-reading Mommies. Simon & Schuster, 1989. Gr. 3-5.
Kate and Max find themselves in the middle of some puzzling mishaps. Magic tricks are explained.

Levy, Elizabeth. Cold as Ice. Morrow, 1988. Gr. 7-9.
Two male skaters become involved in pre-Olympic espionage.

Levy, Elizabeth. Computer That Said Steal Me. Four Winds, 1983. Gr. 3-6.
Adam's conscience won't let him rest after he steals a computer game.

Levy, Elizabeth. Something Queer at the Library. Delacorte, 1977. PreS-Gr. 2.
With Fletcher's help, Gwen and Jill look for the person who is mutilating library books.

Levy, Elizabeth. Something Queer is Going On. Dell, 1973. PreS-Gr. 2.
Jill's dog, Fletcher, is missing. (Series)

Lexau, Joan. Homework Caper. Harper, 1966. Gr. 1-3.
Bill's homework disappears and a sheet of strange numbers is left in its place.

Lobel, Arnold. How the Rooster Saved the Day. Greenwillow, 1977. PreS-K.
A thief tries to keep a rooster from crowing so that he can keep his deeds covered by darkness.

MacDonald, Elizabeth. Mr. Badger's Birthday Pie. Dial, 1989. Gr. 1-2.
Greedy Mr. Fox steals the birthday pie, jeopardizing Mr. Badger's birthday party.

Maestro, Betsy. Harriet Reads Signs and More Signs. Crown, 1981. PreSchool.
Harriet reads all the traffic signs while walking to her grandmothers.

Markham, Marion. Birthday Party Mystery. Houghton Mifflin, 1989. Gr. 3-4.
Junior sleuths Kate and Mickey Dixon seek the thief who stole birthday presents and smashed the cake.

Marshall, James. Summer in the South. Houghton Mifflin, 1977. Gr. 1-3.
Puzzling events connected with an Egyptian treasure lead Eleanor Owl and Mr. Paws to investigate.

Martin, Ann M. Missing Since Monday. Holiday, 1986. Gr. 6-8.
Maggie starts getting threatening phone calls after her four-year-old stepsister disappears.

Marzollo, Jean. Rebus Treasury. Dial, 1986. PreS-Gr. 1.
Nursery rhymes and simple songs become puzzles to challenge young readers.

Masterman-Smith, Virginia. Great Egyptian Heist. Four Winds, 1982. Gr. 4-6.
Three friends find a fortune in diamonds hidden in the coffin of Pharaoh Nikhamatumin.

Matusky, Gregory. The U.S. Secret Service. Chelsea House, 1988. Gr. 4-7.
The story of the men and women who protect the President and his family.

Mazer, Norma Fox. Taking Terri Mueller. Morrow, 1981. Gr. 5-7.
Thirteen-year-old Terri discovers that her father kidnapped her following a messy divorce nine years earlier and that her mother, thought to be dead, is alive and wants to see her. Edgar award winner, 1982.

McClung, Robert. Treasures in the Sea. National Geographic, 1972. Gr. 2-4.
A heavily illustrated look at natural and sunken treasures found in the world's oceans.

McCoy, Lois and Floyd. The Bytes Brothers Input an Investigation. Bantam, 1984. Gr. 4-6.
Superhackers crack their cases with the help of their computer.

McHargue, Georgess. Turquoise Toad Mystery. Delacorte, 1982. Gr. 5-7.
Mystery at an archaeological dig in Arizona.

McNaughton, Colin. Jolly Roger & the Pirates of Abdul the Skinhead. Simon & Schuster, 1988. PreS-Gr. 2.
Roger runs away from home to join a band of smelly, lazy, but jolly, pirates.

Miller, Marvin. You Be the Jury. Scholastic, 1987. Gr. 4-6.
Ten actual crime cases are used to let readers predict the verdict.

Miller, Marvin and Nancy Robinson. T*A*C*K Against Time. Scholastic, 1987. Gr. 2-5.
Readers are given the opportunity to try and solve the mysteries.

Millimaki, Robert. Fingerprint Detective. Lippincott, 1973. Gr. 4-6.
The system of fingerprint patterns, classification, and identification is explained.

Millimaki, Robert H. Making of a Detective. Lippincott, 1976. Gr. 3-6.
Sample cases are presented to illustrate the major aspects of a detectives job.

Monsell, Mary Elise. Mysterious Cases of Mr. Pin. Atheneum, 1989. Gr. 2-5.
A penguin detective sets out to solve three baffling cases in Chicago.

Morris, Ann. Cinderella Rebus Book. Orchard Books, 1989. Gr. 1-3.
The classic fairy tale is told in picture code.

Mumford, Prudence. Famous Names in Crime. Wayland, 1978. Gr. 4-6.
Twenty vignettes about criminals and crimefighters from Guy Fawkes to the Watergate burglars.

Murrow, Liza K. Fire in the Heart. Holiday House, 1989. Gr. 7-9.
An exciting mystery is uncovered when Molly investigates the strange circumstances surrounding her mother's death.

Nau, Patrick. State Patrol. Carolrhoda, 1984. PreS-Gr. 2.
Enforcing the laws of our roads, watching for runaways, and promoting bicycle safety are just a few of the various duties performed by the state police.

Naylor, Phyllis Reynolds. Night Cry. Atheneum, 1984. Gr. 4-7.
Left alone on her Mississippi farm, Ellen learns the difference between real and imagined fears. Edgar award winner, 1985.

Newman, Matthew. Watch/Guard Dogs. Crestwood House, 1985. Gr. 5-6.
How canine alarms work to protect home and property.

Newman, Robert. Case of the Baker Street Irregular. Atheneum, 1978. Gr. 4-7.
When his tutor is kidnapped, Andrew becomes part of a scruffy group of boys who help Sherlock Holmes. (Series)

Nixon, Joan Lowery. Haunted Island. Scholastic, 1987. Gr. 4-6.
Two children explore a deserted island.

Nixon, Joan Lowery. Kidnapping of Christina Lattimore. Harcourt, 1979. Gr. 6-9.
Kidnappers claim Christina masterminded her own kidnapping to extort money from her wealthy grandmother.

Nixon, Joan Lowery. Other Side of Dark. Delacorte, 1986. Gr. 5-8.
Stacy awakens from a four-year coma to face the killer responsible for her mother's death. Edgar award winner, 1987.

Nixon, Joan Lowery. The Seance. Harcourt, 1980. Gr. 5-8.
When the lights are turned on after a seance, one of the group is missing. Edgar award winner, 1981.

Nixon, Joan Lowery. Whispers From the Dead. Delacorte, 1989. Gr. 6-9.
Sarah hears frantic whispers warning of danger.

O'Brien, Robert C. Z for Zachariah. Atheneum, 1975. Gr. 6-8.
Ann's joy at finding another person alive after a nuclear disaster quickly turns to fear when she suspects that person may be a murderer. Edgar award winner, 1977.

O'Connell, Jean S. Dollhouse Caper. Harper, 1976. Gr. 2-5.
Every Christmas the dolls come to life. This year no one wants to play with them but they must find a way to warn the humans of an impending burglary.

Okimoto, Jean Davies. Who Did It, Jenny Lake? Putnam, 1983. Gr. 4-7.
Jenny thinks someone murdered her aunt's wealthy friend.

Ormsby, Alan. Movie Monsters: Monster Make-up and Monster Shows to Put On. Gr. 3-6.
Professional make-up techniques are explained.

Paige, David. Day in the Life of a Police Detective. Troll, 1981. Gr. 4-8.
Photo-essay examination of a "typical" day for a police detective.

Parish, Peggy. Cats' Burglar. Greenwillow, 1983. Gr. 1-3.
Aunt Emma's cats prove their value when they foil a burglary.

Parish, Peggy. Clues in the Woods. Macmillan, 1968. Gr. 2-4.
Liza, Bill, Jed, and their dog solve several mysteries.

Parish, Peggy. Key to the Treasure. Macmillan, 1966. Gr. 3-6.
Amateur detectives find lost treasure on their grandfather's farm.

Pascall, Jeremy. Pirates and Privateers. Silver Burdett, 1981. Gr. 3-6.
Short biographies of Henry Morgan, Blackbeard, Captain Kidd, and Bonny & Read.

Paul, Paula. Sarah, Sissy Weed and the Ships of the Desert. Eakin, 1985. Gr. 4-6.
There's a mystery connected with the camels brought to Texas in 1857.

Paulsen, Gary. Spitball Gang. Elsevier, 1980. Gr. 5-7.
Two top-notch Denver detectives are baffled by a gang of ten-year-old bank robbers.

Peck, Richard. Are You In the House Alone? Viking, 1976. Gr. 7-9.
A young girl's nightmare only begins when she is raped by a local boy from a "good" family. Edgar award winner, 1978.

Perl, Lila. Dumb Like Me, Olivia Potts. Seabury, 1976. Gr. 4-7.
Rather than live up to her brainy brothers standards, Olivia decides to be dumb. When she solves several mysteries, she realizes she is just as smart.

Perry, Robert L. Computer Crime. Watts, 1986. Gr. 3-6.
High-tech crime is explained and explored.

Pflomm, Phyllis Noe. Chalk in Hand: The Draw and Tell Book. Scarecrow, 1986. Adult.
Stories to tell while drawing on a chalk board.

Phipson, Joan. Fly into Danger. McElderry Books, 1978. Gr. 4-7.
A thirteen-year-old girl becomes involved with bird smugglers on a trip from Sydney to London.

Platt, Kin. Big Max. Harper, 1965. Pres-Gr. 3.
The world's greatest detective travels to find a prize elephant which has disappeared.

Platt, Kin. Sinbad and Me. Dell, 1974. Gr. 5-8.
Steve, and his dog Sinbad, uncover a secret passage in an old house. Edgar award winner, 1968.

Poe, Edgar Allan. Tales of Terror. Simon & Schuster, 1985. Gr. 5-7.
Ten of Poe's best tales.

Pryor, Ainslie. Baby Blue Cat and the Whole Batch of Cookies. Viking, 1989. PreSchool.
When the cookies start to disappear, four kittens investigate.

Pryor, Bonnie. Twenty-Four-Hour Lipstick Mystery. Morrow, 1989. Gr. 3-6.
Clues pile up as Cassie investigates a flurry of local thefts in a spooky old house.

Pullman, Philip. Ruby in the Smoke. Knopf, 1987. Gr. 7-9.
A suspenseful mystery set in Victorian London. (Series)

Quackenbush, Robert. Cable Car to Disaster. Prentice-Hall, 1982. Gr. 2-4.
Duck a'la Miss Marple solves a mystery in the Swiss Alps.

Quackenbush, Robert. Texas Trail to Calamity. Simon & Schuster, 1986. Gr. 3-5.
Miss Mallard finds a sinister and threatening note on her pillow when she is forced to spend the night at a ranch.

Raskin, Ellen. Mysterious Disappearance of Leon: (I Mean Noel). Dutton, 1971. Gr. 4-6.
Clues are scattered throughout as Mrs. Carillon searches for her husband.

Raskin, Ellen. Nothing Ever Happens on My Block. Atheneum, 1966. PreSchool.
While a young boy sits on the curb, lamenting the lack of action in his neighborhood, all kinds of things are happening around him.

Raskin, Ellen. Tattooed Potato and Other Clues. Dutton, 1975. Gr. 5-8.
Very little is what the reader thought it was as Raskin unmasks her characters in this spoof of detective stories.

Raskin, Ellen. Westing Game. Dutton, 1978. Gr. 4-6.
During the reading of his will, sixteen people discover that their benefactor was murdered. To win the Westing fortune, they must find the culprit.

Rice, Eve. Remarkable Return of Winston Potter Crisply. Greenwillow, 1978. Gr. 5-9.
Max and Becky wonder if their brother is a spy.

Roberts, Willo Davis. Megan's Island. Atheneum, 1988. Gr. 4-6.
A mysterious stranger is following Megan and her brother after they are suddenly taken to a lake cottage by their mother. Edgar award winner, 1989.

Roberts, Willo D. Pet-Sitting Peril. Macmillan, 1983. Gr. 3-7.
Nick helps solve the mystery of a suspicious fire.

Roberts, Willo Davis. View from the Cherry Tree. Atheneum, 1975. Gr. 5-8.
Rob observes his neighbor being murdered--and the murderer knows it!

Roberts, Willo Davis. What Could Go Wrong? Atheneum, 1989. Gr. 4-6.
An abandoned newspaper, a coded message, and a bomb threat are just part of this adventure where three kids solve a money-laundering mystery in San Francisco.

Roffey, Maureen. I Spy at the Zoo. Macmillan, 1988. PreS-Gr. 2.
Readers look for details to finish the sentences. Also by author, I SPY ON VACATION.

Rudley, Stephen. Psychic Detectives. Watts, 1979. Gr. 4-7.
Explains how ESP has been used by Peter Hurkos and other psychics to investigate crimes.

Sachar, Louis. Sixth Grade Secrets. Scholastic, 1987. Gr. 5-7.
Laura starts a secret club, complete with secret treasures, secret messages, and lots of other secrets.

St. George, Judith. Mystery at St. Martins. Putnam, 1979. Gr. 5-7.
When counterfeit money is found in her father's church, Ruth tries to clear his name.

St. John, Wylly Folk. Mystery Book Mystery. Viking, 1976. Gr. 6-9.
Seventeen-year-old Libby becomes involved in a real-life murder mystery while attending a writers' conference on mysteries.

Sanford, William. Black Cat. Crestwood House, 1987. Gr. 3-5.
The all-seeing cats reveal the murderer in this easy-to-read story based on the classic film.

Sanford, William. Murders in the Rue Morgue. Crestwood House, 1987. Gr. 3-5.
Adaptation of classic Poe short story based on the 1932 movie.

Saunders, Susan. Mystery Cat. Bantam, 1986. Gr. 3-5.
Two girls become involved in mystery and adventure with a scruffy stray cat.

Saunders, Susan. Mystery of the Hard Luck Rodeo. Random House, 1989. Gr. 3-4.
The son of a rodeo clown is determined to get to the bottom of a series of strange mishaps.

Schotter, Roni. Bunny's Night Out. Joy Street Books, 1989. Gr. 1-2.
Bunny slips out of his room one night to see what he's been missing.

Schwartz, Alvin. Cat's Elbow and Other Secret Languages. Farrar, Straus & Giroux, 1982. Gr. 3-6.
Pig Latin and 12 other secret languages are explained.

Schwartz, Alvin. Gold & Silver, Silver & Gold: Tales of Hidden Treasure. Farrar, Straus & Giroux, 1988. Gr. 4-8.
The whys and wherefores of diving and digging for buried treasure, plus a few unsolved mysteries.

Schwartz, Alvin. Unriddling. Harper, 1987. Gr. 3-7.
Riddles, puzzles, and rebuses to test your talents.

Scoppettone, Sandra. Playing Murder. Harper, 1985. Gr. 7-9.
A game turns deadly when Kirk is stabbed to death.

Sharmat, Marjorie. Mysteriously Yours, Maggie Marmelstein. Harper, 1982. Gr. 3-5.
Maggie finds fun and intrigue writing the top secret Mystery Person column for her school newspaper.

Sharmat, Marjorie. Nate the Great. Putnam, 1972. Gr. 1-3.
A junior detective finds missing balloons, slippers, and animals. (Series)

Sharmat, Marjorie. Nate the Great Goes Undercover. Putnam, 1974. Gr. 1-3.
Nate tracks down the culprit who is scattering garbage.

Sharmat, Marjorie. Pizza Monster. Delacorte, 1989. Gr. 2-4.
Olivia is an "agent for secrets" and her first case involves a friendship.

Shreve, Susan. Lucy Forever and Miss Rosetree, Shrinks. Knopf, 1988. Gr. 4-6.
Lucy's father is a psychiatrist. After playing "shrinks," she and her friend Rosie search for the truth about the mute girl who is his patient. Edgar winner, 1988.

Shusterman, Neal. Dissidents. Little, Brown, 1989. Gr. 7-9.
A fifteen-year-old American boy living in Moscow helps the daughter of a dissident flee the country.

Silsbee, Peter. Love Among the Hiccups. Bradbury, 1987. Gr. 6-9.
In a spoof of mysteries, two teenagers become involved in a competition for ownership of a decaying mansion.

Simon, Seymour. Einstein Anderson Makes Up for Lost Time. Viking, 1981. Gr. 3-5.
Ten scientific puzzles to solve. (Series)

Singer, Marilyn. Archer Armadillo's Secret Room. Macmillan, 1985. Gr. 1-3.
Archer doesn't want to move and give up his secret place.

Singer, Marilyn. Case of the Fixed Election. Harper, 1989. Gr. 4-6.
Two sleuthing brothers set out to find the person who's framing a candidate for a crime. (Series)

Singer, Marilyn. Hoax on You. Harper, 1989. Gr. 4-6.
An exchange student may be an accomplished jewel thief. A "Sam & Dave" mystery.

Sleator, William. Run. Dutton, 1973. Gr. 6-8.
A violent storm and a lonely beach house lead to a night of terrifying suspense.

Smith, Dodie. Hundred and One Dalmatians. Viking, 1956. Gr. 4-6.
The fiendish Cruella de Vil kidnaps a litter of puppies.

Snyder, Zilpha Keatley. Egypt Game. Atheneum, 1967. Gr. 4-7.
After they convert a junk yard into an Egyptian temple, April and her friends hear that a murderer is in the area.

Snyder, Zilpha Keatley. Janie's Private Eyes. Delacorte, 1989. Gr. 4-6.
Self-proclaimed sleuth, Janie, is determined to find out how--and why--dogs are disappearing.

Sobol, Donald. Angie's First Case. Macmillan, 1981. Gr. 4-7.
Twelve-year-old Angie tries to help her sister, a police officer, catch a teen gang of thieves.

Sobol, Donald. Encyclopedia Brown and the Case of the Treasure Hunt. Morrow, 1988. Gr. 3-6.
Ten puzzles featuring America's most popular boy detective. (Series)

Sobol, Donald. Secret Agents Four. Scholastic, 1967. Gr. 3-6.
Davy leads a group of volunteer agents on a madcap adventure to thwart an enemy spy ring.

Sobol, Donald. Two-Minute Mysteries. Scholastic, 1986. Gr. 3-6.
A series of quick puzzlers to test the reader's brain power.

Sobol, Donald J. Encyclopedia Brown's Book of Wacky Crimes. Lodestar, 1982. Gr. 3-6.
Entertaining and humorous true crimes.

Spillane, Mickey. Day the Sea Rolled Back. Windmill, 1979. Gr. 5-7.
Villainous treasure hunters pursue two boys who are exploring the ocean floor.

Sprague, Gretchen. Signpost to Terror. Dodd, Mead, 1967. Gr. 5-8.
A teenage girl hiking in the Adirondack Mountains meets a fleeing bank robber. Edgar award winner, 1969.

Starr, Elizabeth. Chinese Egg. McGraw-Hill, 1975. Gr. 7-9.
Two kids use ESP to help the police find a missing baby.

Stefanec-Oegren, Cathy. Sly P.I.: The Case of the Missing Shoes. Harper, 1989. Gr. 3-4.
A fox private eye steps in to help ballerina Lotta Oink find her missing toe shoes.

Swinburne, Laurence. Deadly Diamonds. Raintree, 1977. Gr. 3-6.
The stories of famous gemstones that have had strange, and often fatal, effects on their owners.

Tamar, Erika. It Happens at Cecilia's. Atheneum, 1989. Gr. 6-9.
Unsavory characters set out to gain control of the small restaurant owned by Andy's father and an ex-con.

Taylor, Mark. Henry the Explorer. Little, Brown, 1988. PreSchool.
Henry must follow his own tracks to find his way home.

Terris, Susan. Baby-Snatcher. Farrar, Straus & Giroux, 1985. Gr. 5-9.
The child Laurel is babysitting is kidnapped while in her care.

Thum, Marcella. Mystery at Crane's Landing. Dodd, Mead, 1964. Gr. 4-6.
Paula solves a mystery and ends a long-running family feud. Edgar award winner, 1966.

Titus, Eve. Basil of Baker Street. McGraw-Hill, 1958. Gr. 3-5.
This famous mouse detective studied with the world's greatest detective, Sherlock Holmes. (Series)

Townsend, John. The Intruder. Lippincott, 1969. Gr. 4-7.
Arnold searches for his true identity after a mysterious man tells him he's not who he thought he was. Edgar award winner, 1972.

Tracy, Jack. Encyclopaedia Sherlockiana. Avon, 1979. Adult.
An A-Z directory of everything you'd ever want to know about the master detective and his tales.

Ungerer, Tomi. Crictor. Harper, 1958. PreS-Gr. 2.
An intelligent boa constrictor stops a burglar.

Van Allsburg, Chris. Mysteries of Harris Burdick. Houghton Mifflin, 1984. All ages.
A mysterious writer leaves one picture and an opening line for fourteen stories before he disappears.

Viney, Charles. Sherlock Holmes in London: a Photographic Record of Conan Doyle's Stories. Houghton Mifflin, 1989. Adult.
Each photograph illustrates an event in one of the stories.

Voigt, Cynthia. Callender Papers. Atheneum, 1983. Gr. 5-7.
An orphan sorting through the family papers of a reclusive artist, becomes curious about the mysterious death of his wife and the disappearance of their child. Edgar award winner, 1984.

Ware, Leon. Mystery of 22 East. Grosset & Dunlap, 1977. Gr. 6-9.
A young boy is surprised and puzzled when his cabin aboard a German freighter is broken into.

Warner, Gertrude Chandler. Houseboat Mystery. Whitman, 1962. Gr. 3-6.
Benny becomes aware of a blackmail scheme while floating in a houseboat. (Series)

Warren, Jean. Cut & Tell: Scissor Stories for Winter. Warren Publishing, 1984. Adult.
Uses paper plates to cut out a character while telling a story.

Warren, William E. Headless Ghosts: True Tales of the Unexplained. Simon & Schuster, 1986. Gr. 5-7.
The stories of mysterious events including the disappearance of planes and ships.

Warren, William E. Screaming skull: True Stories of the Unexplained. Simon & Schuster, 1987. Gr. 5-7.
More bizarre accounts of unexplained events including several mysterious disappearances.

Wells, Rosemary. Man in the Woods. Dial, 1984. Gr. 6-8.
Helen and her friend, Pinky, help the police catch the Punk Rock Thrower, who has caused several accidents.

Wells, Rosemary. Through the Hidden Door. Dial, 1987. Gr. 5-7.
A secret cave houses the remains of a miniature civilization.

Wells, Rosemary. When No One Was Looking. Dial, 1980. Gr. 6-9.
Greed and ambition lead to murder and intrigue on the tennis court.

White, Laurence B. Optical Illusions. Watts, 1986. Gr. 4-7.
Explains how illusions fool perception and trick the eye.

White, Robb. Deathwatch. Doubleday, 1972. Gr. 6-9.
Ben goes to work for a man who likes to kill things and is almost killed himself. Edgar award winner, 1974.

Whitney, Phyllis. Mystery of the Haunted Pool. Westminster, 1960. Gr. 5-7.
Susan becomes involved in a mystery when she and her family rent a big house from a retired riverboat captain. Edgar award winner, 1962.

Whitney, Phyllis. Mystery of the Hidden Hand. Westminster, 1964. Gr. 4-7.
Gail rescues a family threatened by blackmailers. Edgar award winner, 1965.

Widder, Arthur. Adventures in Black. Harper, 1962. Gr. 6-9.
The true stories of the OSS and the CIA and tales of famous spies, including Mata Hari and Gary Powers.

Wilcox, Tamara. Mysterious Detectives: Psychics. Raintree, 1977. Gr. 3-6.
Discusses how psychics have helped to solve some crimes.

Williams, Jay. Danny Dunn, Scientific Detective. McGraw-Hill, 1975. Gr. 4-6.
Danny applies the scientific method to find a missing man. (Series)

Windsor, Patricia. The Sandman's Eyes. Delacorte, 1985. Gr. 7-9.
Michael witnesses a stranger pushing a woman to her death and is then accused of the crime himself. Strong language. Edgar award winner, 1986.

Woolfolk, Dorothy. Murder in Washington/Body on the Beach. Scholastic, 1982. Gr. 6-8.
Donna Rockford solves two mysteries.

Wright, Betty Ren. Dollhouse Murders. Holiday House, 1983. Gr. 4-7.
Amy solves an old and haunting mystery with the help of a family of dolls.

Yeo, Wilma. Girl in the Window. Scholastic, 1988. Gr. 4-6.
Kiley is convinced that a Gypsy is behind the disappearance of a neighbor.

Yep, Laurence. Mark Twain Murders. Four Winds, 1982. Gr. 6-9.
Mark Twain and a young friend investigate a murder and find themselves involved in a Confederate plot.

Yerian, Cameron J. Make-up and Costumes. Childrens, 1975. Gr. 1-6.
Costume and make-up techniques for disguises.

Yolen, Jane. Piggins. Harcourt, 1987. PreS-Gr. 3.
A valuable piece of jewelry disappears during a dinner party and Piggins must supply the solution.

Yolen, Jane. Piggins and the Royal Wedding. Harcourt, 1989. PreS-Gr. 3.
Piggins is summoned to a royal wedding to find the thief who stole the wedding rings.

FILMOGRAPHY

Films and video tapes can be used as an integral part of programming for all ages. Use one or more films alone or in conjunction with crafts, speakers, storytelling, or discussions. Most films are available through your local system or for a small fee from distributors.

P=Preschool; E=Elementary; I=Intermediate; J=Junior High; +=suitable for older groups as well

ADVENTURER (20 min) All ages
Charlie Chaplin is an escaped convict.

ADVENTURES OF SHERLOCK HOLMES (83 min) J+
Basil Rathbone and Nigel Bruce star as Holmes and Watson.

AMAZING BONE (11 min) P-E
A talking bone scares off a band of muggers.

ARTHUR THE KID (24 min) P-J
Bumbling thieves wind up with a ten-year-old boy as their new boss.

CASE OF THE ELEVATOR DUCK (17 min) E-J
An imaginative boy turns detective when he finds a duck in his apartment house elevator.

CURIOUS GEORGE AND THE COSTUME PARTY (5 min) P-E
George and "the man" search for costumes in a dusty attic.

DANGER ON DARTMOOR (57 min) I-J
Three English children are imprisoned in a cave by an escaped convict.

DARK, DARK TALE (4 min) P-E
A journey takes the viewer across a moor and through other spooky places.

EASTER ISLAND (28 min) J+
Theories explain many of the secrets of Easter island.

ELISABETH AND THE MARSH MYSTERY (21 min) E-I
A little girl discovers a mysterious bird while exploring the marshes.

FISH (18 min) P-I
A little girl talks three seedy detectives into helping her find her lost brother.

FOLLOW THE NORTH STAR (47 min) J+
A northern boy risks his life helping slaves reach freedom on the Underground Railroad.

FROM THE MIXED-UP FILES OF MRS. BASIL E. FRANKWEILER (30 min) E-J
Two children solve a mystery in the Metropolitan Museum.

FUR COAT CLUB (18 min) E-I
Two nine-year-old girls help foil a robbery when they inadvertently spend the night locked in a fur store.

GOLD BUG (31 min) E-Adult
A young boy meets some strange characters while looking for buried treasure on a deserted island.

GREAT COGNITO (5 min) J-H
A claymation look at "the man of a thousand faces."

HENDERSON AVENUE BUG PATROL (15 min) P-J
Heightened powers of observation unveil many secrets in an urban neighborhood.

HIDE AND SHRIEK (16 min) All ages
The Little Rascals apprehend a chocolate thief then vow to give up detecting.

HOUNDS OF THE BASKERVILLES (80 min) J-Adult
Holmes and Watson attempt to solve the sudden and mysterious death of Sir Charles Baskerville.

ICE STORM (25 min) J
A librarian turns detective and matches wits against a ruthless killer.

IN SEARCH OF ANCIENT MYSTERIES (52 min) J+
Several prehistoric mysteries are examined.

KING OF THE CATS (5 min) P-E
Macabre mystery blends with humor in this adaptation of an American folktale.

LAUREL AND HARDY MURDER CASE (28 min) E-Adult
This is murder in the worst degree, slapstick style.

MAGIC SNEAKERS (9 min) P-E
From clues provided, viewers deduce the reasons a boy abandons his magic sneakers.

MAN FROM NOWHERE (58 min) I-J
A sinister stranger follows Alice around her estate, predicting danger.

MISS NELSON IS MISSING (14 min) P-E
A class tries to find out what happened to their teacher when she disappears.

THE MONKEY'S PAW (27 min) J+
A mysterious monkey's paw grants a wish to an elderly couple.

MY DEAR UNCLE SHERLOCK (24 min) P-J
A 12-year-old boy confronts real-life crime while playing detective games.

NATE THE GREAT GOES UNDERCOVER (10 min) E-I
Nate and his dog investigate the "great garbage caper."

NEW MISADVENTURES OF ICABOD CRANE (24 min) K-E
Icabod and Rip Van Winkle recover stolen code.

NIGHT FERRY (55 min) P-J
Three children uncover a plot to smuggle an Egyptian mummy and its jewel-studded case out of the country.

PADDINGTON TURNS DETECTIVE (5 min) P-I
Paddington investigates a mysterious light he spots outside his bedroom window.

RANSOM OF RED CHIEF (27 min) E-Adult
Two inept con men kidnap a banker's son, much to their regret!

RED ROOM RIDDLE (24 min) E-J
During a visit to a haunted mansion, two youngsters meet a strange boy who traps them in a mysterious glowing red room. Based on the book by Scott Corbett.

SOMETHING QUEER AT THE LIBRARY (10 min) E
Expert sleuthing uncovers the culprit who's mutilating library books.

SUPERMAN: THE CARTOON (27 min) E-Adult
Four Max Fleischer cartoons feature Superman and his fight against crime.

TERRIBLY STRANGE BED (24 min) J+
A classic crime story by Wilkie Collins.

THEFT (25 min) I-H
Michael becomes involved with a group of older boys who embark on a series of thefts.

THREE ROBBERS (6 min) P-E
Three fierce robbers terrify the countryside until a little girl wins their hearts.

WHAT A NIGHT (30 min) J+
Lucy discovers her friend Voula is a shoplifter. (From the "DeGrassi Junior High" series).

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COMMERCIAL SUPPLIERS

Commercial suppliers can provide items for use in programming. Request catalogs for additional ideas and inspiration. Frequently Friends of the Library or other groups will purchase items for use with the Reading Club. Prices were current as of mid-1989 and are subject to change.

Kidstamp, P.O. Box 18699, Cleveland Heights, OH 44118. All-Star Illustrator Rebus Set ($4.25 each; 10 for $38.50); character stamps for "Detective Mole" and "Piet Potter" (Robert Quackenbush), Sandra Boynton "You're on the right track" detective, and "Miss Viola Swamp" (James Marshall) (prices vary); Fernando Krahn's Make-A-Face stamps ($5.25 each)

Dover Publications, 31 East 2nd Street, Mineola, NY 11050. Source for inexpensive clip-art for use in producing posters, flyers, etc. Each volume features a different theme (ex. children, travel, etc.) for $3.95.

Palmer Sales, 3510 E. Highway 80, P.O. Box 850247, Mesquite, TX 75185-0247. 1-800-442-4895.
Carnival supplies, small, inexpensive trinkets. Good source for sheriff's badges, pirate's eye patches, small magnifying glasses at less than $0.10 each.

Demco, Box 7488, Madison, WI 53707. 1-800-356-1200.
Scrambled Word bookmarks, mystery logo stickers, and posters which can be used as give-aways. Policeman/ policewoman fingerpuppets and puzzle blanks also available.

TEXAS CHILDREN'S BOOKSTORES

Texas is home to a number of children's specialty book stores. Touch base with the owner of the store nearest your library. She can frequently be helpful in promoting the Texas Reading Club, displaying posters and bookmarks. Many bookstores also carry inexpensive paperback books (such as Fabulous Sticker Masks by A. P. Folmer) which will offer inexpensive programming ideas or make ideal prizes. (Information on bookstores supplied by Texas Association of Booksellers for Children. For membership information, contact Anne Bustard at Toad Hall Children's Bookstore, 3918 Far West Blvd., Austin, TX 78731).

Barron's Books
405 Loop 281 West
Longview, TX 75214

Fables
P.O. Box 1561
Grapevine, TX 76051

Munchkin's Mablies
2530 Times Blvd.
Houston, TX 77005

Pages and Prints
40 Plaza Center
Midland, TX 79705

Red Balloon
9819 I State Hwy 10 W.
San Antonio, TX 78230

Southern Booksellers
3710 Main
Houston, TX 77002

Bb for Books
3911 Camp Bowie Blvd.
Fort Worth, TX 76107

Kids Books and More
2150 N. Josey Ln. #106
Carrollton, TX 75006

Over the Rainbow
2739 Exposition
Austin, TX 78703

Rainbow Book and Learning Center
C-5 Cullen Mall
Corpus Christi, TX 78412

Rootabaga Bookery
6717 Snyder Plaza
Dallas, TX 75205

Spectrum Bookstore
5868 Westheimer
Houston, TX 77057

Stop, Look and Learn
2415 Robin Hood
Houston, TX 77005

Toad Hall Children's Bookstore
3918 Far West Blvd.
Austin, TX 78731

Teague's Books for Children
1801 Hilltop
Arlington, TX 76013

Viva at Mini Mansions
8407 Broadway
San Antonio, TX 78209

SPEAKERS

Speakers and special performers offer variety for your patrons and packaged programs which require less preparation time. If your library budget can't support performers fees, check with your Friends of the Library, Parent-Teacher Associations, or try to get a local business to sponsor the program. Don't forget to look for local talent, as well.

Elizabeth Ellis, Storyteller. P.O. Box 64882, Dallas, TX 75206 (214)826-1195

Traditional storytelling program for preschool or school age groups. Topics for stories include who-dunits, unexplained phenomena, and mysteries of the ages. Fee very negotiable (approximately $100 plus travel expenses).

Story-Teller Concepts. 1501 Creek Valley, Suite 200, Mesquite, TX 75150 (214)222-8509.

Individualized program prepared and presented by costumed storytellers. Programs include small gifts and/or candies. Prices vary according to number of children, complexity of program, etc. Generally $50-$150 plus travel expenses.

Tom Stenco, Storysinger. 2839 Prairie Creek Rd., Dallas, TX 75227 (214) 381-6775.

Prepares a special program of songs and stories to tie-in with each year's reading club theme. Fee is negotiable, generally $50-$100 plus travel outside the Dallas area.

Tejas Storytelling Guild, Box 441, Krum TX 76249 (817) 565-1968.

Contact Finley Stewart for storytellers around the state. Prices vary.

ORGANIZATIONS FOR ADDITIONAL INFORMATION

Write to these organizations for information, posters, and handouts. Most will supply materials free or for a small fee. Check the Encyclopedia of Associations for additional organizations.

American Cryptogram Association, 25840 Pine Valley Drive, Sorrento, FL 32776.

Beale Cipher Association, P.O. Box 236, Warrington, PA 18976. $2.00 for newsletter and other information on this famous cipher.

National Association of Investigative Specialists, P.O. Box 33244, Austin, TX 78764. Publishes statistics on private investigators and a pamphlet, "How to Find Anyone Anywhere."

National Child Safety Council, 4065 Page Avenue, P.O. Box 1368, Jackson, MI 49204.

National Crime Prevention Council, 733 15th St. NW, Suite 540, Washington, DC 20005. Developers of the "McGruff Crime Prevention Mascot" campaign.

National Fire Protection Association, Batterymarch Park, Quincy, MA 02169.

National Puzzlers' League, Spring Valley Road, Morristown, NJ 07960.

National Victim Center, 307 W. Seventh St., Suite 1001, Ft. Worth, TX 76102.

TIPS Program, Educational Information & Resource Center, 700 Hollydell Ct., Sewell, NJ 08080.

REACHING OUT TO ALL CHILDREN

There are many children living in Texas who are unable to read most of the books in our public libraries. It is not because they lack the stimulation to read, but simply due to the printed format available.

These children do have an option. The Texas State Library can provide these children with talking books and large print books via the Division for the Blind and Physically Handicapped. The service is free and the materials are sent through the mail. (No postage is required to borrow or return materials.) Barbara Herb, a children's book specialist, can assist with selection of materials.

A child is eligible if:

- he/she is legally blind (i.e., vision in his/her better eye is 20/200 or less, or the widest diameter of visual field is no greater than 20 degrees)
- his/her vision is corrected, yet he/she cannot see well enough to read standard print
- he/she has a physical limitation that makes handling books or turning pages extremely difficult
- he/she is certified by a medical doctor as having a reading disability due to an organic dysfunction

Books are available on disc, on cassette, in braille and in large print. Specialized equipment is needed to play the recorded books and is available for check out. The equipment includes: talking book machines, cassette players and attachments (headphones, pillowspeakers, tone arm clips for record players, extension levers for cassette players). Catalogs with book descriptions are supplied upon request. Also, a publication is distributed every other month to keep you informed of new books available for loan.

The Division also offers a summer reading club using the statewide theme and adapting the materials to their users needs. For more information about the summer reading club contact Barbara Herb at 1-800-252-9605. For additional information or application forms refer your patrons to:

Texas State Library
Division for the Blind and Physically Handicapped
P.O. Box 12927
Austin, TX 78711
or
1-800-252-9605

A WORD ABOUT THE CLIP ARTWORK

Two artists were selected to produce the artwork for the 1990 Texas Reading Club. Ed Aiken is an artist for the Texas Historical Commission's Archeology Department and designed the poster, the manual cover, the bookmarks, the certificates, the reading logs and four pages of clip art. Malcolm Wadland is a freelance artist and studied art at London Polytechnic. Malcolm created the Read-To-Me certificate and reading log along with six pages of clip art. Among the clip art items you will find:

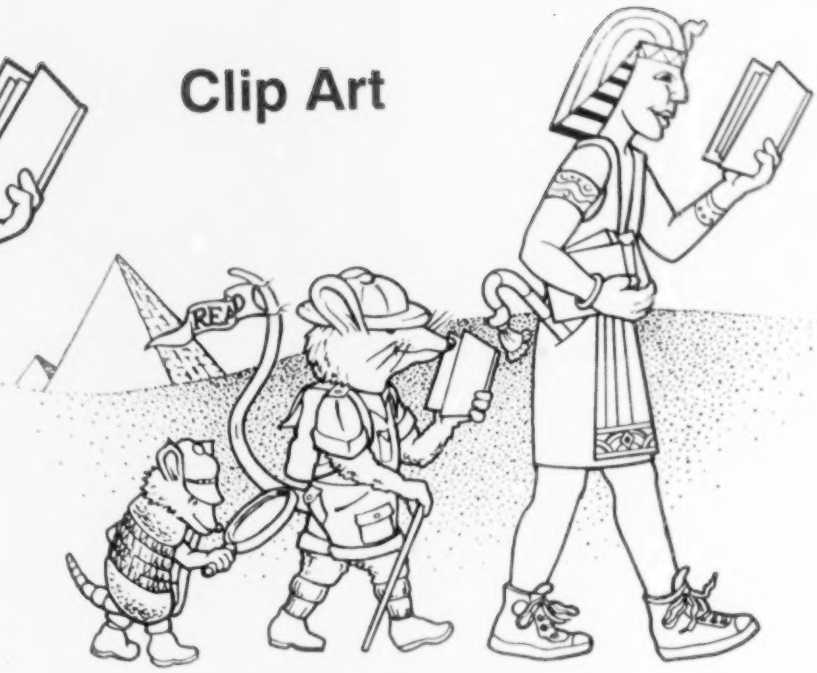
- A Volunteer Appreciation Certificate
- Membership Card Patterns
- A Button Design
- The Reading Club logo in Spanish and English
- Read-To-Me Bookmarks
- Read-To-Me Coloring Sheets
- A Read-To-Me Membership Card

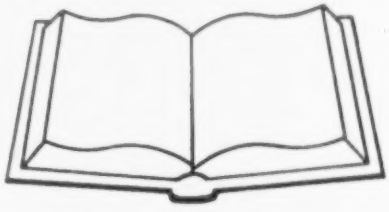
I hope you will have fun choosing the artwork you like and find many uses for all of the different pieces. Please remember you can cut out the clip art and arrange it to suit your printing needs. When you evaluate the program at the end of the summer, be sure and let me know which clip art you found most helpful and note what types of clip art you would like in the future.

If your library does not have a printing press or copier machine, try getting a local business or civic group to award a grant for the printing. If you solicit help from any organization, be sure and have samples of the materials you want reproduced and the costs of the paper and printing or photocopying. Also, if you work in a public library contact your Library System (e.g., Central Texas or Northeast Texas) and see if printing or photocopying services are available.

Vicky L. Crosson
Texas State Library
Continuing Education and
Youth Services Consultant
(512) 463-6624

Clip Art





The Secret Code is...

READ

LEER

The Secret Code is...

READ

CERTIFICATE of APPRECIATION

PRESENTED to

_____

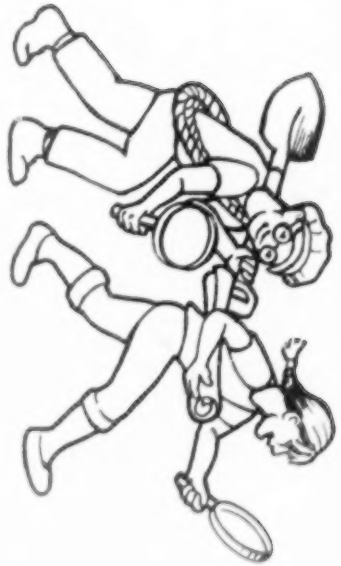
SUPER VOLUNTEER for

TEXAS READING CLUB 1990

THE TEXAS STATE LIBRARY

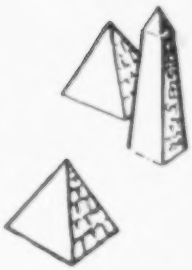
_____ _____

Library Date



Clip Art

Clip Art



The Secret Code is...

READ

The Secret Code is...

READ

The Secret Code is...

The TEXAS READING CLUB certifies that

_____

is an Official Member of

The Secret Code is...

READ

The Secret Code is...

READ

MEMBERSHIP CARD

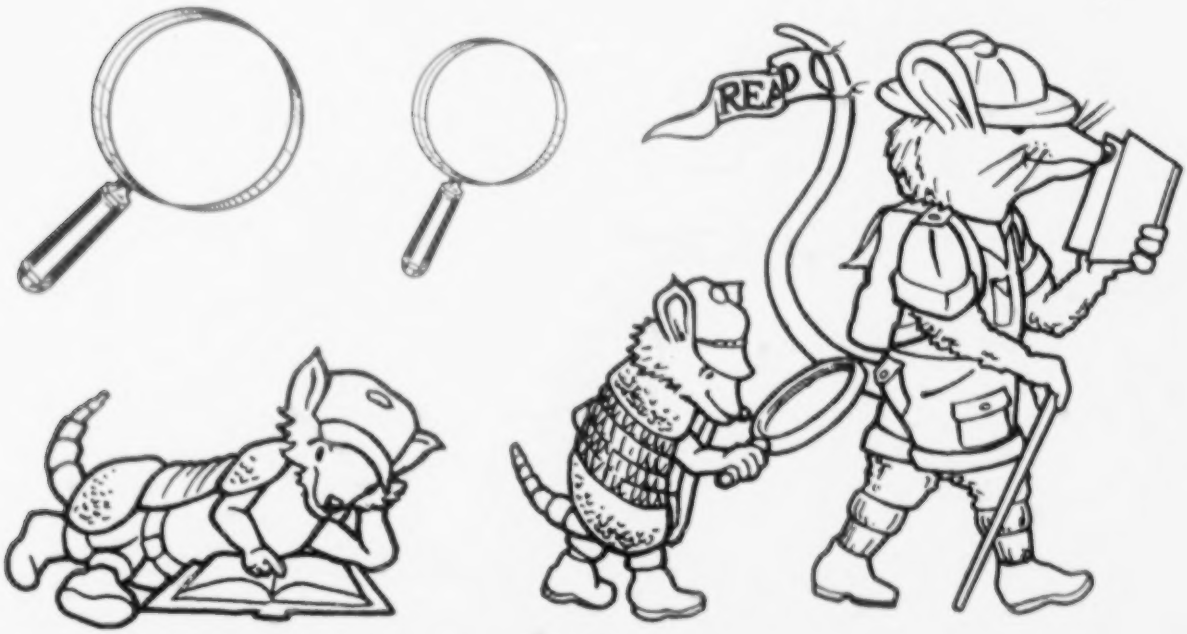
_____

is an OFFICIAL MEMBER of the

TEXAS READING CLUB

1990

Date _____



TEXAS READING CLUB 1990 POSTER CODE KEY

The Secret Code is...

= read

= secrets

= riddle

= into

= adventure

= with

= at

= today

= friends

= reading

= mystery

= for

= book

= a

= look

= around

= within

= fun

= end of message

= corner

= solve

= adventure = into = reading !

Decipher the secret messages on the READING CLUB POSTER then create your own secret symbols in the spaces below!

_____ = _____ _____ = _____ _____ = _____

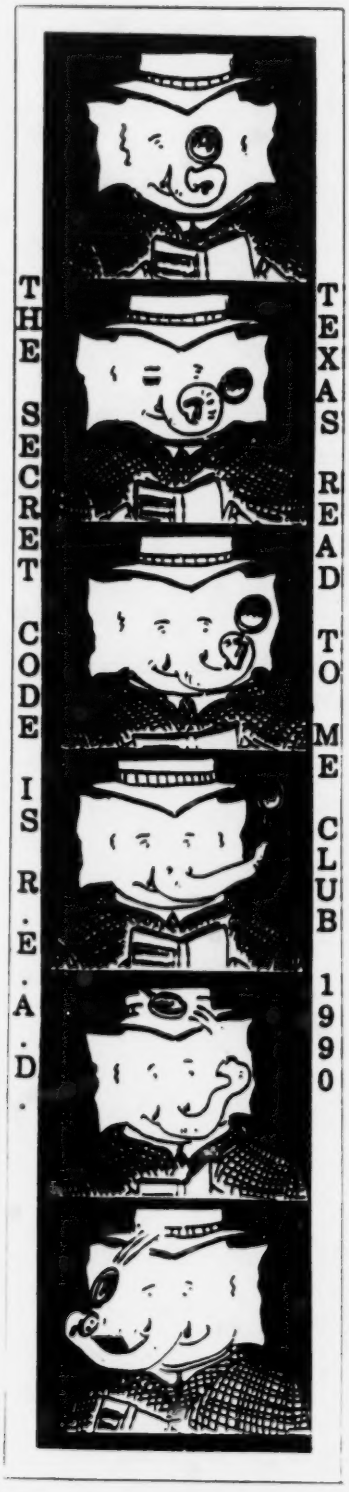
_____ = _____ _____ = _____ _____ = _____

_____ = _____ _____ = _____ _____ = _____

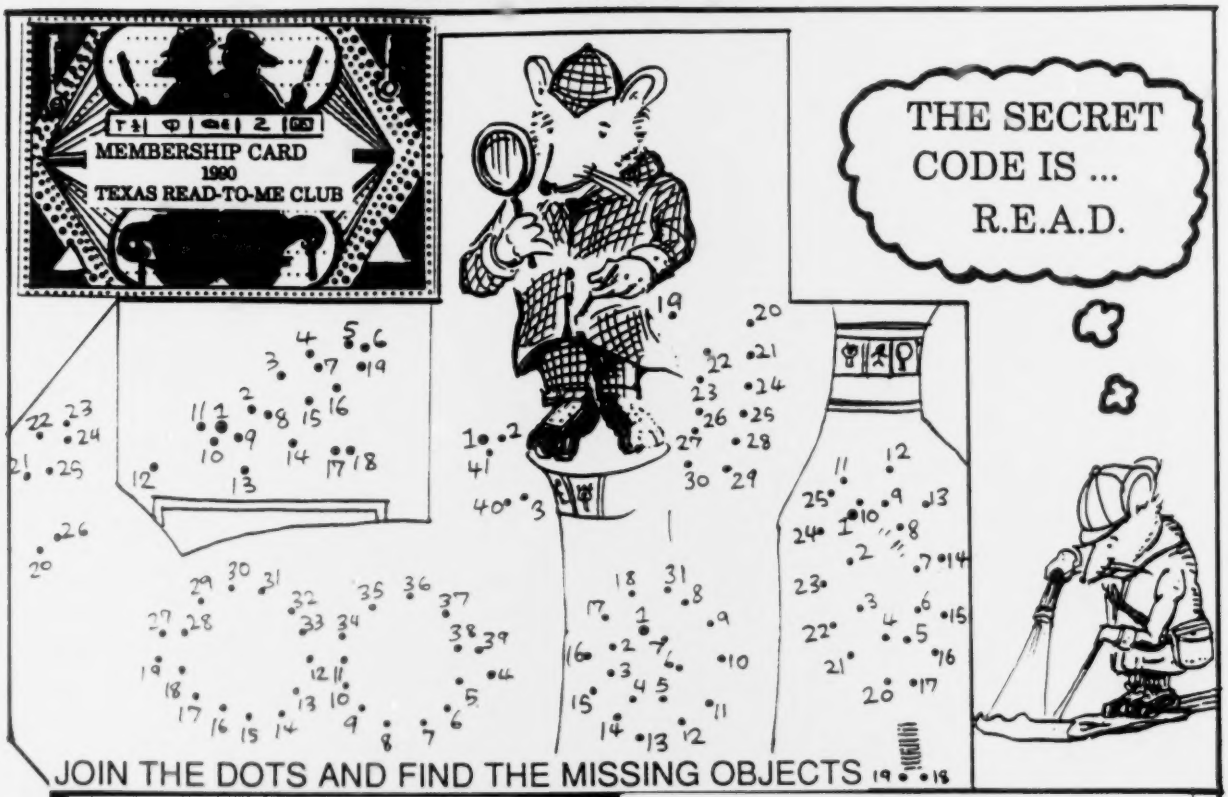
_____ = _____ _____ = _____ _____ = _____

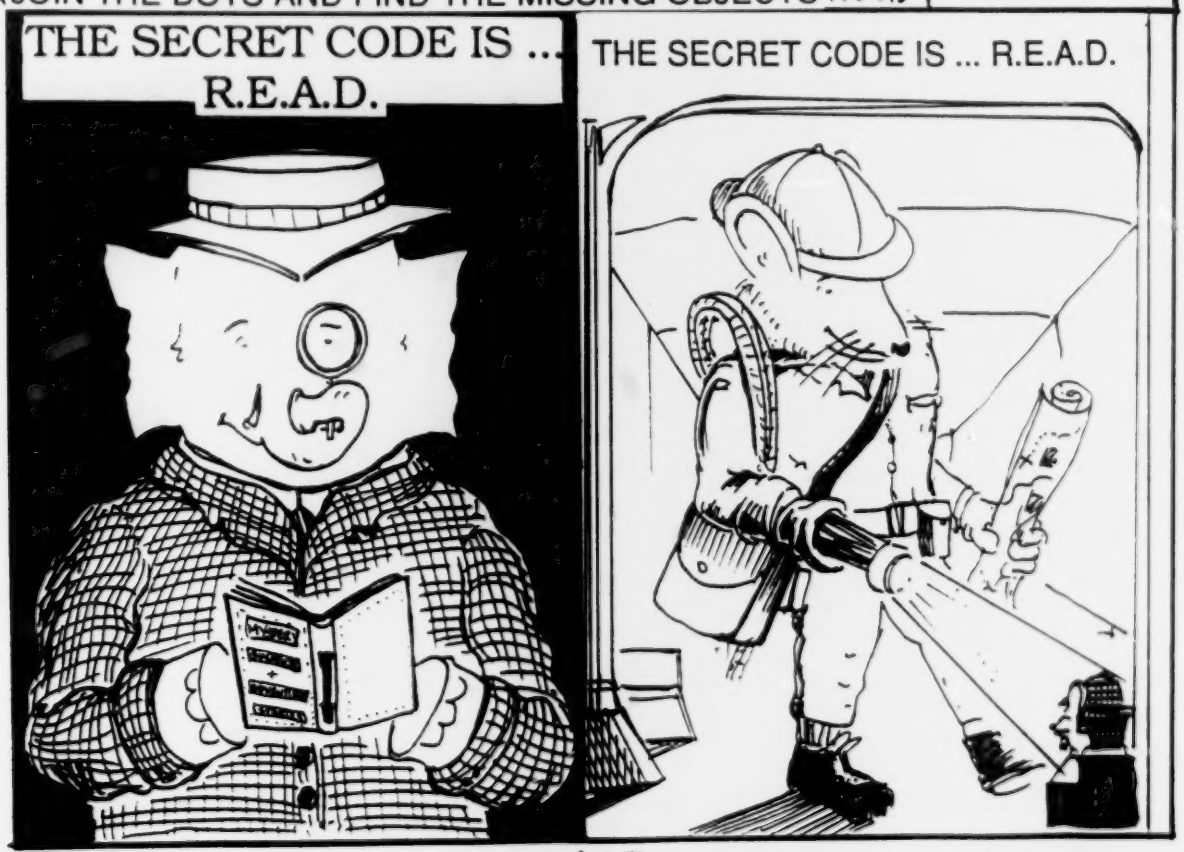
Read-To-Me Clip Art Bookmarks

Read-To-Me Clip Art Bookmarks



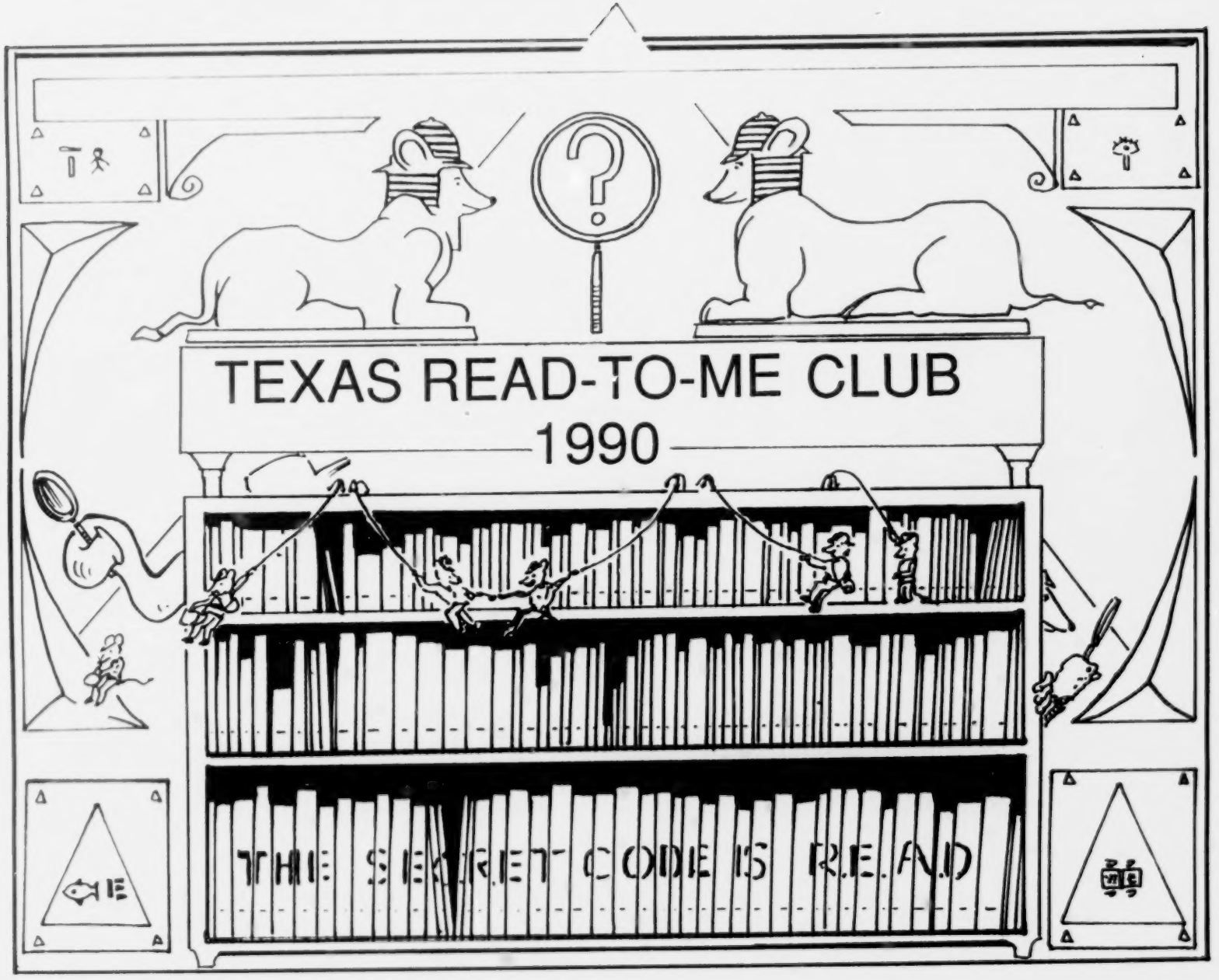
Read-To-Me Clip Art
Miscellaneous





Read-To-Me Clip Art
Coloring Sheet

Read-To-Me Clip Art
Coloring Sheet



END

U.S. Dept. of Education

Office of Education
Research and
Improvement (OERI)

ERIC

Date Filmed

March 29, 1991